

TOKYOPOP®

COWBOY BEBOP



ANIME 2 GUIDE



Anime/TV
USA \$12.99



*I think it's time we blow this scene.
Get everybody and their stuff together.*

Thelonious Monk, Dizzy Gillespie, Charlie Parker... Jazz legends who lived by their own rules, redefined style, and were the epitome of cool in their era. The bebop legacy lives on in the 21st century with Yoko Kanno and her band The Seatbelts. How appropriate then that their #1 billboard hit from 2056, "TANK," should become the theme song for the series *Cowboy Bebop* twenty years later.

Like the musicians who inspire them, the bounty-hunting crew of the spaceship *Bebop* live outside society's rules. Spike, the leader, is a walking paradox — a killer with a conscience, living in a dream he can never wake up from. His partner, Jet, is a steel-armed brute with a talent for cooking and banzai. Their on-again-off-again companion, Faye, is equal parts femme fatale and punk tomboy. And the newest addition to the team, the pre-pubescent hacker Ed, is a computer genius who sleeps 12 hours a day. A motley crew, indeed.

The *Cowboy Bebop Anime Guides* are like Charlie Parker's *Yardbird Suite* — an indispensable collection of all things *Bebop*. If you want to know more about the colorful characters and action-packed adventures from the hit TV show, look no further. Volume 2 of 6 covers the episodes "Sympathy for the Devil," "Heavy Metal Queen," "Waltz for Venus," "Jamming with Edward," "Ganymede Elegy," and "Toys in the Attic." With the added bonus of a **spacecraft and technology guide**, plus a **pullout poster of Jet Black**, there hasn't been this much bebop in one place since Gillespie, Parker and Monk recorded *Bird and Diz*.

OK, 3...2...1 Let's Jam.



ISBN 1931514852



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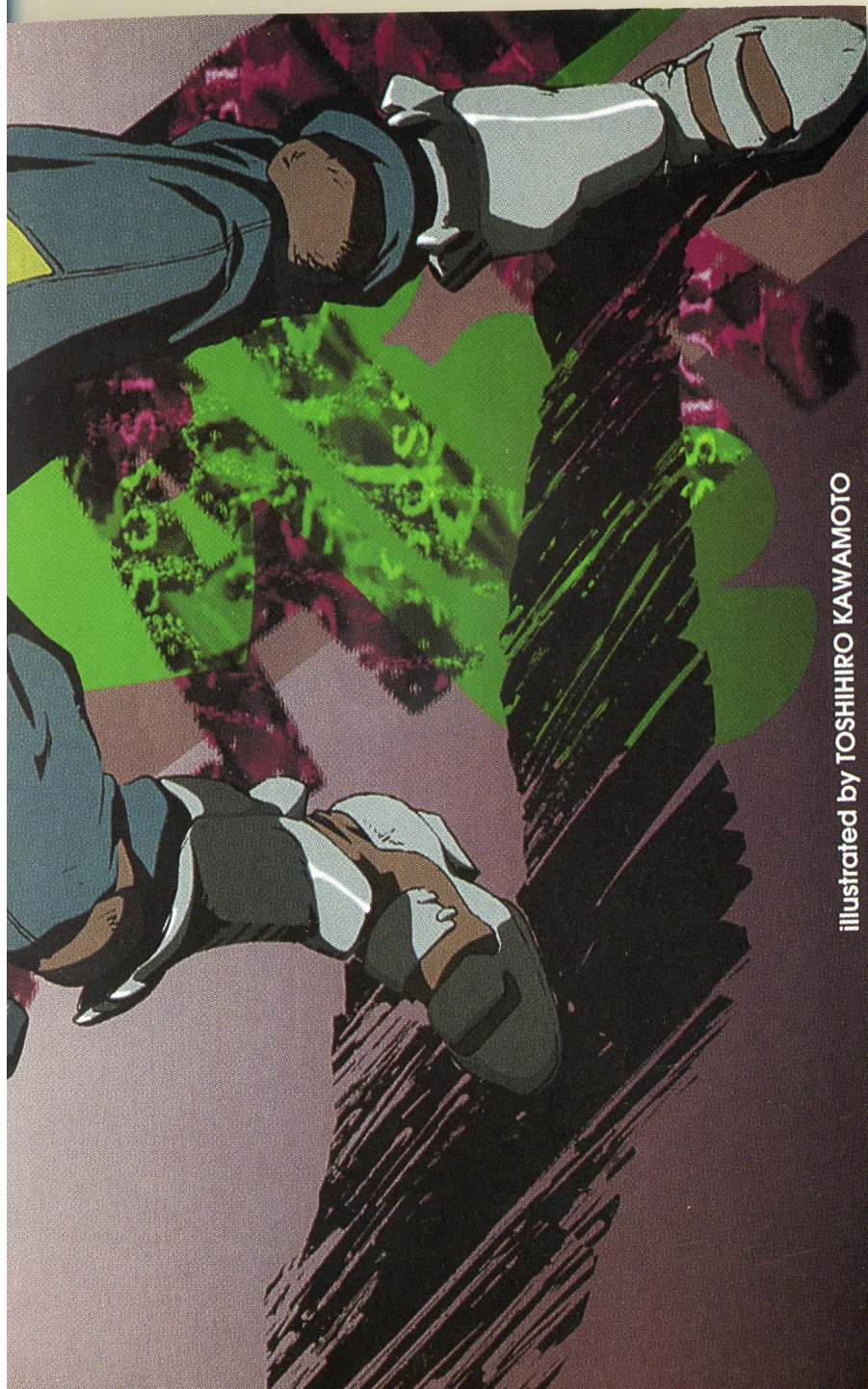
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illustrated by TOSHIHIRO KAWAMOTO



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COWBOY BEBOP

Vol.002

SESSION#6
SYMPATHY FOR THE DEVIL

SESSION#7
HEAVY METAL QUEEN

SESSION#8
WALTZ FOR VENUS

SESSION#9
JAMMING WITH EDWARD

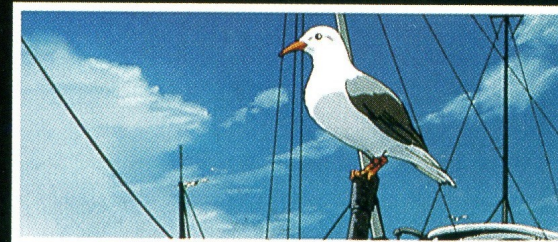
SESSION#10
GANYMEDE ELEGY

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BOYS IN THE ATTIC

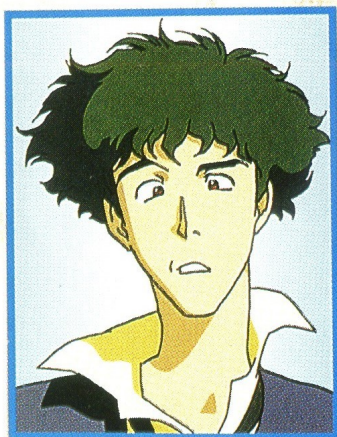
**Anime
Guide**



WE GOT THE JAZZ.



WILD COWBOYS



SPIKE SPIEGEL

Occupation: Bounty Hunter. Spike values his freedom, and hates being tied down or being given orders of any kind. Age: 27. Height: 185cm. Legend has it that three years ago he got himself mixed up with a mysterious woman and faked his own death. The exact details are unknown. Spike is charming, aggressive, and has the mindset of a young boy, all at the same time.



JET BLACK

Occupation: Bounty Hunter. His hobbies include bonsai, cooking, and reading. He is both intelligent and well-read as well as an ex-cop with the ISSP. Age: 36. Height: 188cm. Jet makes a great teammate for Spike (even though they tend to get on each other's nerves most of the time). He is a man with a strong sense of duty and has a big heart despite his imposing form.



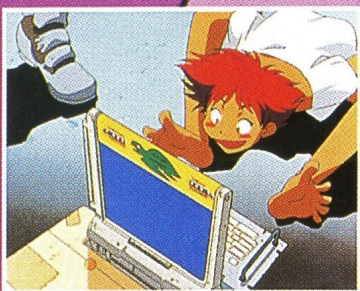
FAYE VALENTINE

Occupation: Bounty Hunter (but was herself once a Bounty). She specializes in cheating at gambling. Faye has no recollection of her past whatsoever, and her name may not even be her real one. Age: 23. Height: 168 cm. She cops attitude whenever it comes to money, is skilled at using weapons, and is, in general, one very sharp woman.

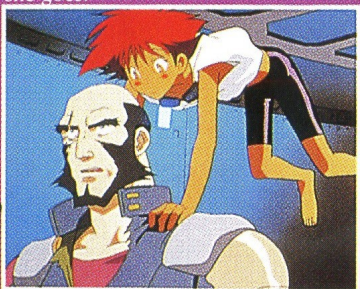


EIN

Breed: Welsh Corgi. Very curious. After he was stolen by a pet thief, he was taken in by Spike and Jet and became the *Bebop* pet. Age: 2 (estimated). He's actually a "data dog," developed in absolute secrecy by a shady facility. Highly intelligent. Male.



Ed handles everything from net linkups and wiring modifications, to setting up hardware. Her personal computer is a machine she made herself and it's small and convenient for her to take wherever she goes.



Ed seems to spend the most time with Jet and Faye – Jet in particular – and they have developed a rapport very similar to a parent and child. It's rather amusing to see Ed ask questions at every opportunity, with Jet trying to answer them all one by one. Sometimes Faye will talk with Ed like she's her own little sister.



Ed sleeps a lot! If she gets tired, she just falls right to sleep, anytime and anyplace. The way she walks around flapping her arms and legs, going wherever her mood takes her, makes her seem, quite simply, like a cat out of control. She likes to prance around the ship and play with Ein a lot. They get along rather well, like two animals in the same zoo.

Edward Wong Hau Pepelu Tivrusky the 4th

Human being...or being from another world?

Ed's the latest addition to the *Bebop* crew. She was born on Earth, is 13 years old and self-styled. She lived alone for a long time in the ruins of the desolate Earth, and she chose her long-winded name all by herself. In fact, she picked "Edward" without even realizing that it's a boy's name. Ed seems to have some Latina blood in her. On Earth, she made her living by gathering junk items for scrap. She has an undauntingly sunny personality, but it's utterly impossible to figure out what she's thinking or how her mind works. Once in a while, she'll come out with remarkable observations that surprise even Spike and Jet. Ed seems to perceive the world through feeling, rather than logic. She has an amazing amount of knowledge and skill when it comes to computers and other machines, and is a true whiz when it comes to hacking. One of her biggest quirks is in how much she sleeps: roughly 12 hours each day. Sort-of makes her more like a cat than a girl.



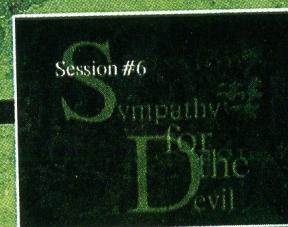
ED DATA

Sex;Female
Age;13(Self-Styled)
Height;136cm
Blood;AB
Constellation;Sagittarius
Birthday;January.1
Home;Earth

EDWARD WONG HAU

ED

PEPELU TIVRUSKY 4th



SESSION#6

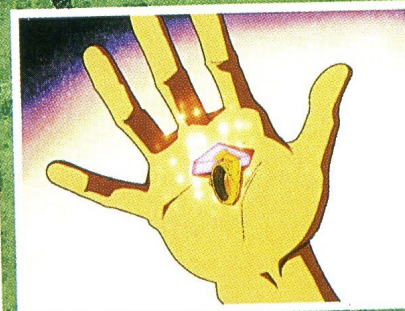
Scenario ; Keiko Nobumoto

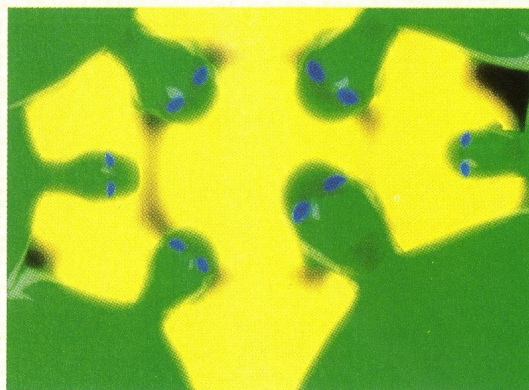
Continuity ; Tensai Okamura

Director ; Ikurou Satou

Sympathy for the Devil

This, the 6th episode, was not aired in the original broadcast run in Japan nor on the Cartoon Network in its first US run. The sound and imagery of the blues, symbolized in the blues harp (harmonica) played by the young boy Wen, flows throughout this episode, which deals with darker subject matter than the previous episodes of Bebop. The opponent Spike faces this time is a "devil" born by the Phase Space Gate accident. This time, Spike goes about his task without his usual enthusiasm, as if he has sympathy for this boy who got caught up in a tragic fate and became a "devil." Notice the change in Spike's state of mind during the course of the story.





1 Men in lab coats peer ominously down on an operating table. Laid out on the table, naked, is Spike. An artificial eye, like glass, bears down on Spike's face... With this cryptic image, the story begins.



2 Spike wakes up startled from his nightmare. When he regains his composure and looks around, he sees the innocent boy, Wen, up on the stage playing the blues harp.



What is the true nature of the boy playing the blues harp?

In pursuit of a bounty named Giraffe, Spike and Jet come to a small blues club. There, Spike listens to an extraordinary performance by a young boy, Wen, playing the blues harp (a harp monica for playing the blues).

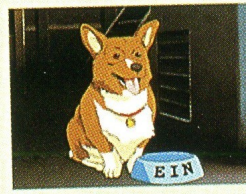
After the performance, Giraffe leaves the club and follows Wen and a man in a wheelchair to a hotel. Spike climbs into the *Swordfish II* and flies to the hotel in hot pursuit of Giraffe. But when he gets there, Giraffe bursts from the hotel window and drops toward the ground. Spike catches Giraffe as he falls, but his injuries are too severe and he speaks his last words. "Please... help him..." as he gives Spike a mysterious ring.

Later, Spike follows Wen and the man in a wheelchair. They reach an abandoned warehouse where Wen confronts Spike and tells him the terrifying truth about himself.

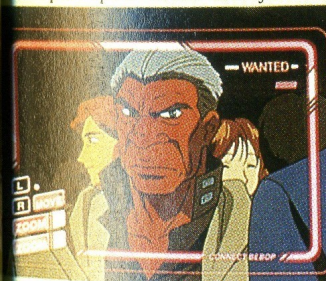
SESSION#6



3 Faye and Ein are left behind on the Bebop. Ein waits to be fed, but Faye tells him, "Those who don't work, don't eat." Ein is not amused. "We girls are delicate and refined," she says while scarfing down the entire can of dog food.



5 Jet is rather impressed by Wen's performance. When Spike asks him, "I thought you were a Jazz fan?" he replies, "Don't be so dense. I started wailing the blues when the doc whacked my bottom on the day I was born." As they talk, Spike spots Giraffe nearby.



4 Passing her eyes over a "wanted" notice with Giraffe pictured on it, Faye remarks, "Well, I'll just have the boys get it for me." Underneath the "wanted" notice is a pamphlet for a performance by Wen.



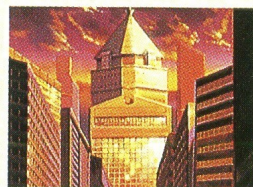
"Blues harp is nice. As good as I thought."



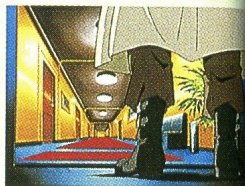
6 Jet spots a rival bounty hunter, Fatty, in the blues house. He grabs his attention. "Hey, Fatty!"



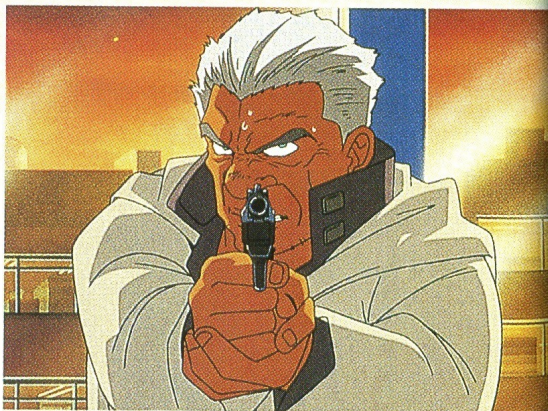
7 Wen leaves quietly along with a man in a wheelchair. Giraffe sees this, and follows with Spike in tow.



9 Wen and the man in the wheelchair enter a hotel, followed closely by Giraffe.



8 When Spike spies Wen and Giraffe each get into separate taxis, he scrambles aboard the *Swordfish II*.



10 With tension gnarling his face, Giraffe grits his teeth and rushes into the hotel room. He points his gun at Wen and the man, and yells "Zebra! Give him back, now!"

"Give him back, now!"

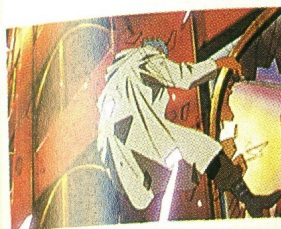
The Phase Space Gate Accident (1)

Fifty years before the time of Spike and his crew, there was a "Phase Space Gate Accident." This happened when an explosion occurred at the "hyperspace gate" between the moon and the Earth. In the blast, the Earth took some devastating damage. Pounded by fragments from the destroyed Moon, the Earth's surface was utterly transformed. The majority of humans who felt the direct effects of the accident died off, but it was said that various abnormalities appeared in the survivors. (Continued on page 17)



11 Wen and the man in the wheelchair don't move. For a second, the man in the wheelchair flashes a faint smile.

SESSION#6



12 Spike, aboard the *Swordfish II*, reaches the hotel just as Giraffe is blown out of a window and falls.

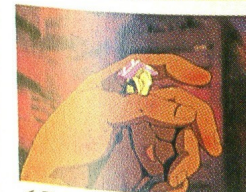
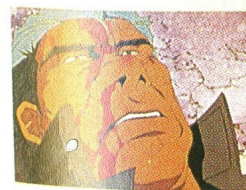


13 Spike catches the critically injured Giraffe on the front of the *Swordfish II*.

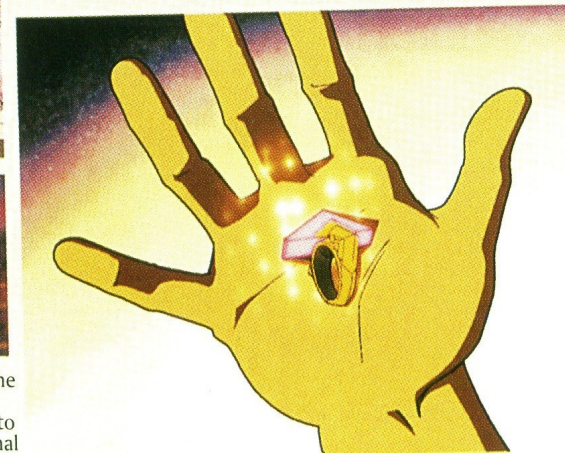


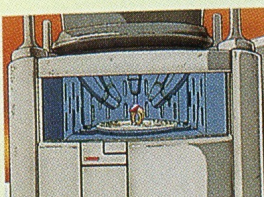
14 Wen and the man in the wheelchair look down on Spike as he talks to Giraffe, who is dying fast.

"Please...help him..."



15 "Don't be fooled by the way he looks...help him." Giraffe gives a stone ring to Spike, and breathes his final breath.





16 "I can't be sure until I analyze it, but it's probably worth a heap. So, what do ya wanna do with it?" Jet asks Spike as he analyzes the gem in the ring. Spike grumbles, "No idea. The guy gave it to me on his own, then died on his own. I don't see any problem keeping it."



17 Faye snatches Spike's ring. Then Spike tells her, "This is gonna pay for our food!" and takes the ring back. Jet chuckles and hands her an invoice for all of her expenses since joining the *Bebop*.



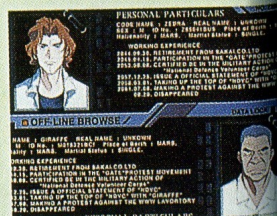
19 According to Fatty, Giraffe and Zebra were members of the "Self Defense Volunteer Squad" which disbanded 10 years prior. As Fatty explains Spike goes back to the club where Wen played.



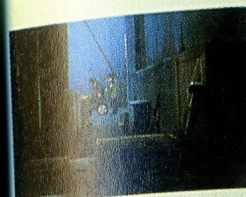
"Women are quick to betray, but men live for duty."



18 Jet treats Fatty to some cake, pumping him for information. Fatty tells him, "You know that kid on the blues harp, Wen? Giraffe was after that kid Wen's father. Goes by the name Zebra."



20 Ten years ago, Zebra and Giraffe tried to reclaim a facility from raiders. Zebra disappeared, and days later, Giraffe found himself blindfolded. Faye thinks there was a falling out, but Jet isn't convinced.



21 Wen enters an abandoned warehouse, pushing Zebra in a wheelchair. When Spike follows them in, a bright light shines down on him. Spike tells Wen, "Giraffe asked me to help you."



22 Wen shows no reaction to what Spike says. And Zebra still sits impassively in the wheelchair, with only the same faint hint of a smile on his face.



23 Jet and Faye find a newspaper article about Wen. When Faye looks closely, she suddenly shouts out, "Hey! Look at the date!" The newspaper is from 30 years ago!



"...Who are you?" "Just some suspicious guy."

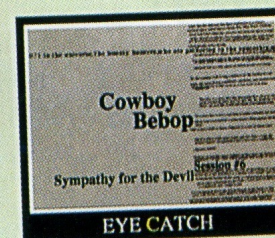
Interlude

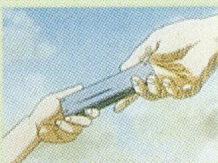
The title of this session, "Sympathy for the Devil", comes from a song with the same name that appears on the 1968 Rolling Stones album *Beggars Banquet*. And purely by coincidence, just before the last scene when Spike aims his gun at Wen, the music that plays (composed by Yoko Kanno) "has percussion similar to that of 'Sympathy'."

"I'm not a kid."



24 Suddenly, Wen shoots Spike's right arm! "I know what I look like, but I was alive when this place was an outpost. Get the picture?"

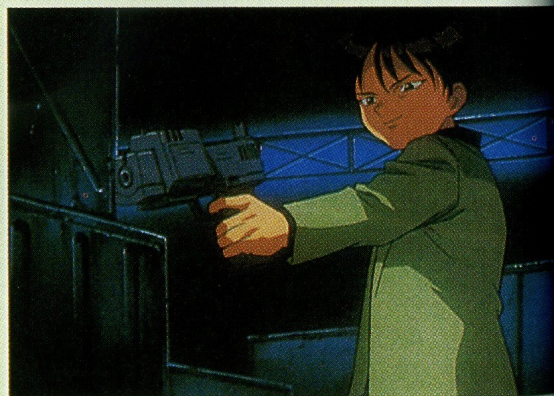




25 Fifty years ago, Wen received a blues harp from his parents. Then the sky lit up, and the gate exploded. Earth was turned into a pile of rubble, but Wen survived, remaining a young boy.



27 Wen points his gun at Spike, demanding that he hand over the ring. "Ring? What ring?"



"I think this guy's the third."



26 Wen tells Spike, "Anyone who experimented on me all died, but I kept on living. The end for Zebra came when his defense squad hit our R&D lab. I needed a new 'parent' as part of my cover."

A dangerous risk to defeat Wen, the young boy who cannot die.

Earth, 50 years ago. Wen, who was still biologically young, spent the time happily with his parents. Suddenly, there was an explosion at the phase space gate. Wen's body was showered with light from the explosion and, ever since then, he hasn't aged a day physically. Having heard the real truth about Wen, Spike confronts him at a warehouse. When Spike's shot hits Wen in the forehead, Wen disappears.

Spike and the others save Zebra and return to the Bebop. After searching Zebra's memory, they come to the conclusion that the gem in the ring Giraffe gave Spike when he died would cause Wen to age again. To test that theory, Spike would have to put the gem in a bullet and shoot Wen with it. But they couldn't be sure exactly what would happen; there is also the possibility that the bullet might explode in Spike's face. Spike takes up the foolish risk, determined to kill Wen. He quietly makes his decision, and heads off alone for a face-off with him.

SESSION#6

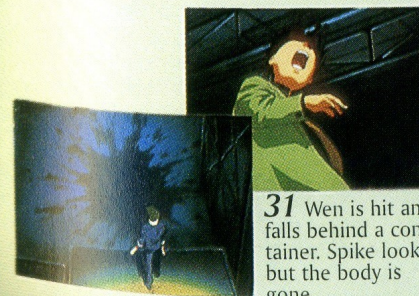
28 With his pistol blown out of his hand by a shot from Wen, Spike takes shelter from the hail of bullets behind a huge container. When there's a break in Wen's barrage, Spike grabs his gun and returns fire.



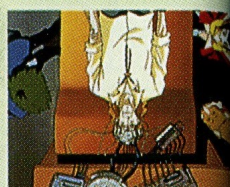
29 Spike's shot knocks Wen's gun out of his hand. When Spike closes in, Wen pushes Zebra off the top of the stairs!



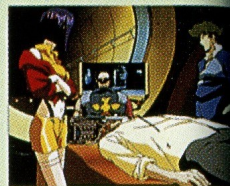
30 Zebra is thrown down the stairs. Spike catches him, but falls himself. Seething with anger, Spike shoots Wen with his left hand (which he's not used to).



31 Wen is hit and falls behind a container. Spike looks, but the body is gone.



32 Jet yells as he treats Spike. Spike mutters a half-hearted "Sorry" in return. Zebra, whom they had brought back to *Bebop*, sheds a tear. The crew wastes no time using an Alpha Catch to re-produce images of Zebra's memories.

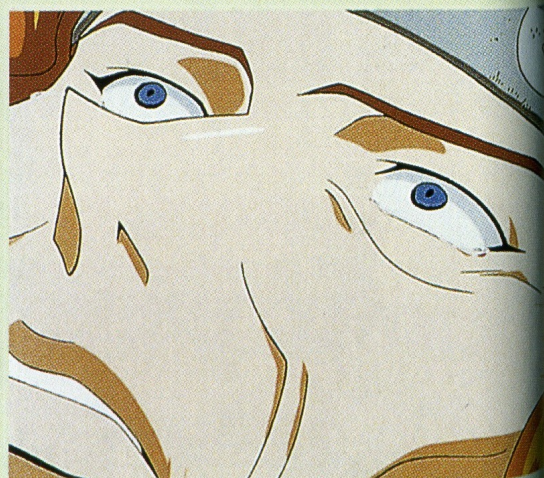


"Hand Zebra over!"

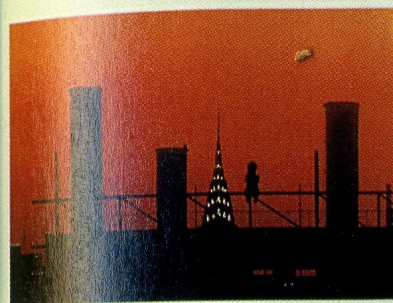
33 "It's the hotel! He's remembering when Giraffe got blown away!" Spike yells out when he sees the images. They show Giraffe bursting into the hotel room to save his partner Zebra.



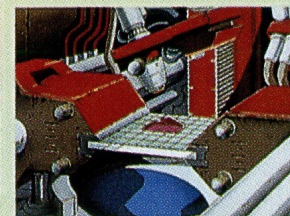
34 Turning toward the screen, Giraffe holds up the ring and yells, "This stone will return time to you!" But from the side of the screen, an arm reaches out and mercilessly shoots Giraffe. It is the hand of Wen. Spike is at a loss for words. Unable to speak, Zebra can only shed tears.



SESSION#6



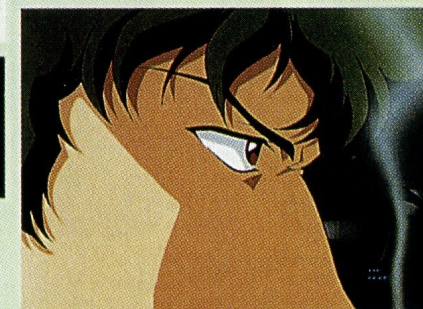
35 Jet hypothesizes that if Wen gets shot with the gem in the ring, it would probably age and kill him. As Jet explains, we see Wen's silhouette against the sunset.



36 Spike makes preparations. Jet says it "could blow everything sky high..."



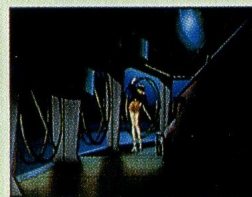
37 Faye says, "I just thought I'd say goodbye since you won't be coming back." Jet gives Spike a cigarette.



"I don't like this setup, Jet. I don't like this at all!"

The Phase Gate Accident (2)
Abnormalities occurred in some humans due to contamination from the gate accident. Wen was one such person. Because of the explosion when he was young, he was cursed with an immortal body. According to Jet's theory, the enormous amount of energy given off by the gate when it exploded threw off Wen's circadian rhythm. As a result, Wen's pineal gland (a part of the diencephalon) continually produces a substance similar to the hormone that suppresses the aging process (melatonin).

38 Seeing Spike make his decision and leave to face off with Wen, Faye mutters, "Men are such total idiots..."





39 Wen walks down the street. A shooting star that looks like it could be Spike's ship passes through the sky above. Wen hails a passing taxi, cruelly caps off the driver, and speeds away.



40 Wen maneuvers down a one-way street. When he looks in the rear-view mirror, he sees Spike's ship. Spike locks on and rains machine-gun fire down on him. Shot-up, the car careens out of control and flies over the pavement. It crashes into a nearby gas station, and explodes in a ball of fire. In an instant, the surrounding area is wrapped in flames.



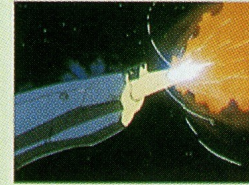
41 Wen stands unharmed amidst the burning flames. Blocking his path is Spike, who has taken off his coat, exposing the holster. He is stone-faced and ready for action.



Interlude

A series comparable to *Bebop* is *Lupin III*, particularly in the 6th session. Since it is about a fight with an enemy with ageless youth, there are many characters suggestive of those in the first *Lupin* movie. And isn't the story about a hero shooting an enemy with a bullet, which might also kill him, like the catch-22 in the 66th episode of the *New Lupin* television series? (But in *Lupin*, a Mercury bullet was used.)

SESSION#6



42 With a smile on his face, Wen aims his gun and opens fire at Spike. The bullet grazes Spike's cheek, but he stubbornly doesn't even flinch. He coolly takes out a single-shot pistol, and with a silent prayer, takes aim and fires. The bullet scores a direct hit on Wen's forehead! Wen seems unfazed. But suddenly, Wen's body gives off a strange light, and begins changing drastically.

"Do you... understand...?"



43 Wen's body ages rapidly. In a strained voice, he says, "I feel so happy. I finally feel at ease... Do you... understand?..."

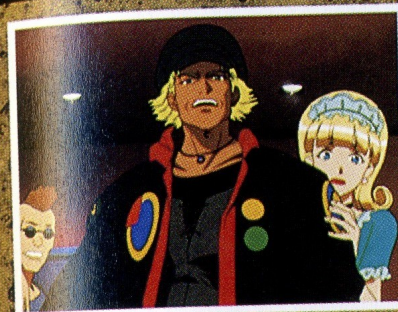
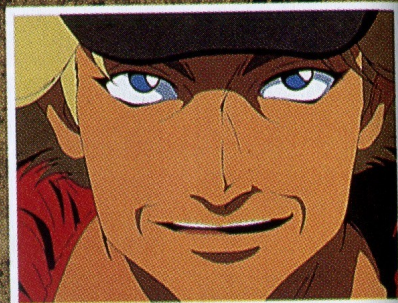
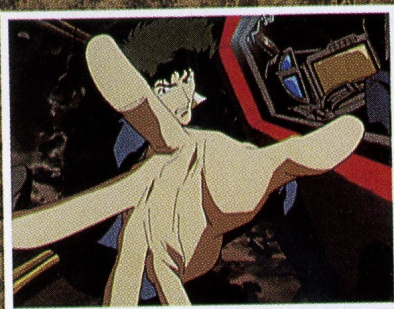


"Like I do."



44 "Yeah, as if." Spike picks up the blues harp and blows into it, but no sound comes out. He tosses it in the air and pretends to aim at it. "Bang."

SEE YOU SPACE COWBOY...



Session #7

SESSION#7

Scenario ; Michiko Yokote

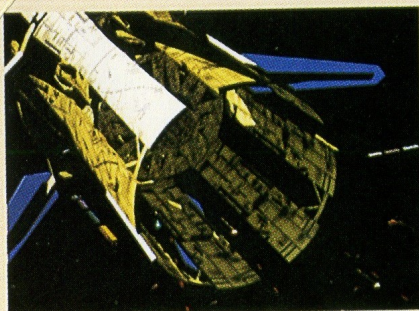
Continuity ; Tensai Okamura

Director ; Kunihiko Mori

Heavy Metal Queen

From the very opening, this episode resounds with impressive guitar riffs. Until this point, most of the music of Bebop has been Jazz, Blues, or Rock. However, this episode features the Heavy Metal sound extensively. You could say that in this episode, the music is symbolic of how each episode of Bebop has its own distinct "feel." And the interesting personality of the guest character, the woman trucker VT, complements the music nicely.





1 A drive-in space station emerges, as heavy metal guitar music plays. VT's space truck draws near, and hooks up at the parking area.



3 VT goes to a familiar restaurant-bar, Mack's Diner. When she sees the place teeming with people, and finds out they're all bounty hunters, she remarks, "No wonder it's such a circus." Spike is there too, in the toilet, nursing a severe hangover.



"Awright, VT! Yer name is..."

2 When VT gets off the ship, one of her fellow truckers, Otto, yells out to her. Her buddies bet on guessing her real name. Otto guesses "Vivian Tomianian," but VT says, "...Wrong!" and grabs the dough.



4 Faye stakes out a restaurant where a bounty, Decker, may be. When a man with a dragon tattoo walks in, she thinks this is the guy.

Bounty hunters and a woman trucker

VT, a female trucker who travels the solar system, stops at a drive-in station for a break. She goes into a restaurant/bar, which is teeming with bounty hunters, all after a bomber named Decker. Spike is there, too, in the toilet, suffering from a hangover. VT, who can't stand bounty hunters, shakes her head when she sees the scene.

At the same time, Faye, who was looking for Decker herself, spots him at a bar. In the blink of an eye, she is on Decker's tail, but her ship is destroyed by one of his bombs, giving him time to escape. Around the same time, a fight breaks out between the bounty hunters and VT. Spike jumps in with VT, and together they cream the other bounty hunters. But when VT finds out that Spike is a bounty hunter, she brushes him off. Spike goes to return to the *Bebop*, but his *Swordfish II* has been vandalized by the battered bounty hunters. Spike has no other choice but to hitch a ride in VT's truck.



5 "Hi!" Faye says as she walks up to a guy. "Looking for some action?" the guy asks. Faye replies, "A certain kind of action," and sticks her gun in his chin.

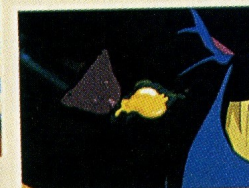


"Next time, keep it covered!"

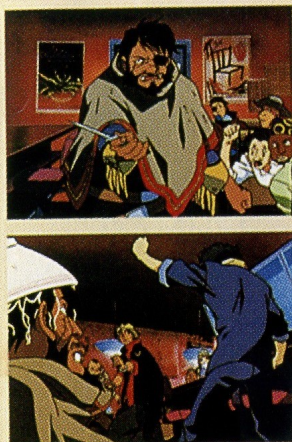


6 At the same time, there's trouble at the bar. A bounty hunter tries to grab a waitress, but VT kicks him good. When the bounty hunter shouts, "What the hell are you?" and threatens VT. The situation becomes more explosive by the minute and VT snaps back, "So now it's a bounty hunter's job to chase after women's asses instead of money?"

7 At the restaurant, Faye asks the real Decker to notify the police. But when he runs off, she realizes he has a dragon tattoo on his arm. When she checks the tattoo on the man she caught by mistake, he says, "Yakkun, the eight-eyed eel."



8 The bar. A huge brawl breaks out between VT and the bounty hunter she kicked. Spike takes no heed and gets ready to eat a raw egg. Just then, a bounty hunter hit by VT knocks into Spike, spilling Spike's egg between his legs...



9 The bounty hunters attack. Now royally pissed off, Spike enters the fray to back up VT. "You spilled my egg!" Together with VT, he trounces the other bounty hunters.

10 In the meantime, Faye chases after the fleeing Decker in her *Redtail*. But he throws a capsule with explosives, and it explodes under the *Redtail*.



12 After they've beaten the bounty hunters, VT talks to Spike. "Bounty hunters are the bottom of the food chain." "You think so?" "Yeah, I know so! They make a living gambling with other people's lives." "Well, I guess you're right." VT grins, "Come on, I'll buy you a drink."



"I needed that egg!"



11 "My 12 million!" Faye sobs. She just escaped death, but now she looks like a complete wreck, and so does her ship.



Interlude

"How to make a 'Special' Prairie Oyster" (1) Put one egg yolk into a glass. (2) Add several drops of ketchup, and a dash of black pepper (Worcestershire sauce and vinegar may also be added if you prefer) (3) Here, Spike pours in several milliliters of gin. (Spike says "This really does the trick!") (4) Down it in one shot. This is a real cocktail that will help shake off most hangovers. It gets its name from picking out the egg yolk with an oyster shell.

SESSION#7



13 Spike makes a Special Prairie Oyster to help his hangover. "You're the second person I've known to drink those awful things." "Who's the first?" "It was my husband."



16 Spike and Faye, who has also decided to hitch with VT, get in the truck. Over the blaring stereo, Faye yells, "Turn down this repulsive music!" But VT tells her, "It's not repulsive. It's called heavy metal!"



14 VT overhears Spike's message from Jet, and finds out he's a bounty hunter. She smacks him, calling him a "lying, lowlife bounty hunter!"



15 When Spike goes outside, he sees his ship has been horribly ruined as a prank. He has no choice but to ask for a ride with VT. "You're just a messed up loser, Spike, a lowlife bounty hunter." VT's pet cat Zeroes seems to like Spike, though.



EYE CATCH



17 Spike and the others have returned to the *Bebop*. Faye describes Decker's features. "He's bald, short, wears glasses, and drives a tacky truck with a picture of Sarasvati on it!"



"Not in a million years!"

19 VT chases after Decker, yelling, "Trying to outmaneuver me, pal?!" She radios Spike. "Let me talk to that lowlife bounty hunter scum!" But the transmission gets cut off.



18 A message comes in to VT from Otto. He asks her to be on the lookout for a guy who hit him and ran (Decker). VT gets more information from her driver buddies.



20 "He's hauling explosives!" Spike and Faye race to catch up to VT!

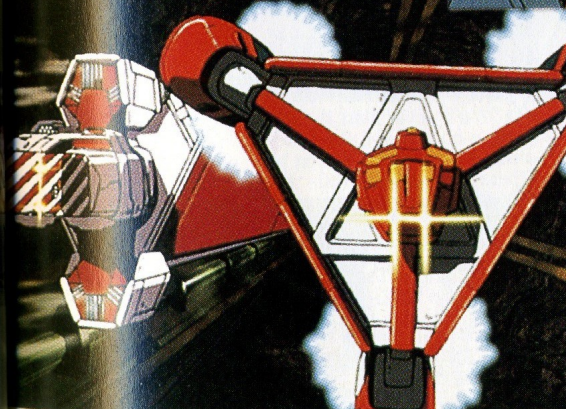
A dangerous escape through an abandoned mine, with a full load of explosives!

VT brings Spike and Faye back to the *Bebop*. As she is going through the asteroid belt, a message comes in from a trucker friend, Otto. He said his ship was hit-and-run by a ship with a picture of Sarasvati on it. VT knew Decker was in a truck with that same picture on it, so she radios her driver buddies to help find Decker's ship. As she chases Decker, VT radios Spike. But the connection is so bad that the transmission is cut off.

Worried because Decker's cargo was explosive and doubly worried that VT was in the vicinity of the Linus mine, Spike and Faye head out to help her. And when they get there, they find Decker's dead body – caught in a blast from an explosion. VT is fine though, so she, Spike, and Faye try to make their way out of the minefield. But just then, the tunnel gets blocked off by a boulder!



21 Decker throws a capsule with explosives at VT's truck, which is in close pursuit behind him. The explosion causes a chain of explosions, and soon the whole area blows up.

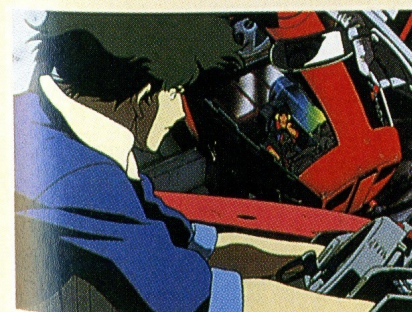


22 VT's ship scrapes by the flames. When they see a rock mass in front of them break up, Decker jams the brakes, but VT pushes her truck faster to beat the heat!



"There goes my 12 million..."

23 When Spike and Faye reach the Linus mine field, they see Decker's cold dead body. Spike radios VT's truck, to confirm that she is OK.

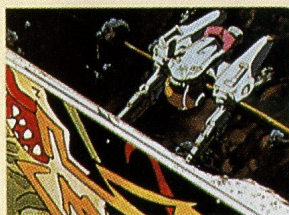
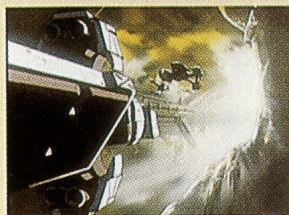


24 "We gotta get out of here, now!" Spike tells VT that Decker was selling enhanced nitro. VT replies, "We gotta find a way out of this mess!"





25 VT tows Decker's ship. Another mass of rocks breaks up in front of her. Spike fires at it with his ship's guns.



26 "You'll never blast through that wall." Faye's guess is correct and she and Spike are left to find another way out. VT has an idea on what to do, "There it is! Packed inside that freighter!"



27 "I don't like this. I'm not made for such delicate operations!" Using the arm on her ship, Faye somehow manages to get the explosives out of Decker's ship.



28 Spike sets the pod to self destruct after 40 seconds. He instructs Faye to put the explosives inside. Then Spike blasts into space without a suit on!

Asteroid Belt

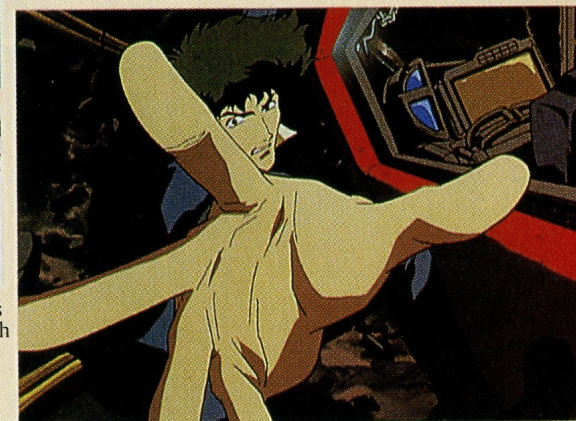
A chain of asteroids stretching between Mars and Jupiter. There are many that are several hundred meters in size, and the largest can reach up to a thousand kilos. In the Bebop world, besides being a waystation on the way to Jupiter, it is also a free-trade zone and a melting pot of various human cultures. There is an abundance of minerals to mine, but there are also many depleted, abandoned mines. The Linus mine that Decker and VT wandered into is one such mine. (It's usually a no-entry zone.)

SESSION#7



29 VT senses what Spike's plan is. She opens the hatch and reaches out her hand to bring him in.

30 There's an explosion, and Spike is thrown backward! Thinking quickly, Spike fires his gun, using the inertia to move back toward VT's ship.



31 Just as VT catches Spike's hand, Faye succeeds in getting the explosives into the pod. The pod immediately takes off on autopilot toward the exit, and blasts the rock mass.

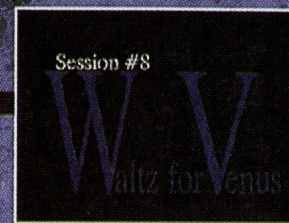
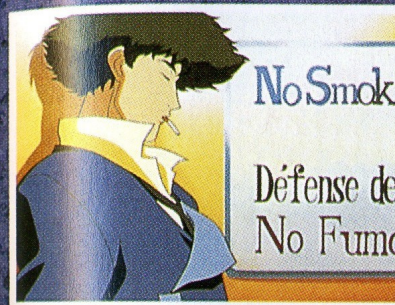


"I'll treat him to a prairie oyster."



32 "Thanks for the help, Victoria Terpscheday." Spike found out VT's name from a pendant he saw. In it was a picture of a bounty hunter, Terpscheday, and VT. She hands Spike a roll of money for finding out her name. Spike takes out one bill, and says "The rest is for your husband. I'm sure he's probably got a hangover up in Heaven."

SEE YOU SPACE COWBOY...



Session #8

SESSION#8

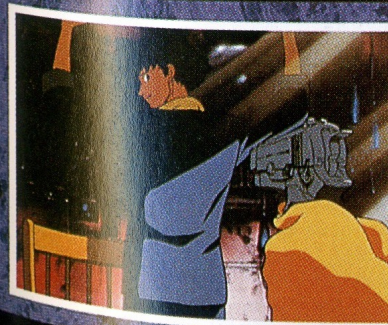
Scenario ; Michiko Yokote

Continuity ; Yoshiyuki Takel

Director ; Yoshiyuki Takel

Waltz for Venus

Having landed on Venus in search of a bounty, Spike meets with a young hoodlum. Revolving around the relationship between that hoodlum Roco and Spike, this episode is sometimes comical, sometimes sad, as it paints a picture of one man's life and death. The key to the story this time is "Grey Ash," a medicinal plant which is the remedy to "Venus Sickness." This sickness occurs as an abnormal reaction to the spores of the floating plants which are used as a part of terraforming the planet. The last scene, when the spores float down from the sky like snow as a melody plays from Roco's sister's music box, leaves a haunting impression.





1 A shuttle heading to Venus is hijacked by three terrorists. Amongst the passengers are Spike and Faye, and they easily overpower the hijackers. The hijackers are the bounties they are after. A quirky male passenger observes Spike and Faye in action.



2 Later, at the airport, the same male passenger from the shuttle has an argument with a clerk over a parcel fee. When he notices Spike across the lobby, he runs after him.



3 Spike pays Faye. "So are you going to deposit your money in the casino again?" "It's a lot more fun than a bank."

The secret of the man he met on Venus...

On a shuttle headed for Venus, Spike captures a bounty. As soon as the shuttle lands at an airport, a man, Roco, comes after him. Roco, who had watched Spike in action on the shuttle, says he wanted to learn the same techniques. Spike refuses at first, but Roco is so stubborn he wore Spike's patience down until he gave in and taught him some basics. But in the midst of this impromptu training, Roco spots a band of hoods, and he immediately flees. Roco hands his baggage to Spike, telling him to meet him at the cathedral at the edge of town the next night. Spike returns to the Bebop and gets the lowdown on the next job from Jet. The target is Piccaro and his gang, who stole some Grey Ash, a medicinal plant that is the remedy for Venus Sickness. Amongst the group pictured on the monitor, Spike is surprised to see Roco's face. When Spike checks the baggage Roco gave him, inside was a Grey Ash plant. Leaving Piccaro and his gang up to Jet, Spike hurries off to find Roco himself.



4 Spike sees Faye off and the man from before attacks him. Spike steps aside and the thug hits the pavement. The man pleads for Spike to teach him the same techniques that he used on the hijackers.



5 Shocked by the man's behavior, Spike just keeps on walking without batting an eye. But the man insists that he wants to be strong, no matter what. Spike flat-out refuses.



6 The man's persistence gets on Spike's nerves. Then he takes a comic fighting pose, asking, "Hands-on training?" Spike's patience finally wears thin and he acquiesces. The man says, "I'm Roco Bonnaro. Nice to meet you, master."



"Don't you have any sympathy?"
"Afraid I'm fresh out of that stuff."



"You gotta be fluid, like water..."



7 In an open area near the airport, Spike teaches Roco some of the basics. Roco takes the instruction seriously, but he can't get any strength behind his attacks. Spike tells him, "It's not about strength and power. You gotta be fluid." Roco just can't seem to get it.



8 Roco attacks Spike with a knife, but Spike easily sends him flying. Spike advises him to become like water, in order to use his opponent's own excessive force against him.



9 Then, a gang of hoodlums appears. When Roco sees them, he gives his baggage to Spike, telling him to meet him at a cathedral the next night. Roco bolts with the hoodlums in hot pursuit. Left alone with the baggage, Spike is rather bewildered.



Interlude

The names of the three hijackers who appear in the beginning are borrowed. The one beaten by Spike is Huey. The bald-headed one, the ring-leader, is Luey. And the woman wearing Indian-style clothing is Duey. Their names all come from three Disney characters: the three prankish nephews of Donald Duck.



12 Faye thinks they should just take the Grey Ash. But Jet counters, "It's too hot to hold on to."

13 Leaving Piccaro and his gang up to Jet, Spike goes after Roco. In the desert, he spots the wreckage from a shuttle. Inside, a woman pulls a gun out from behind her back and points it at him!



10 When he returns to the *Bebop*, Spike finds out Roco is wanted for stealing a rare plant that is the remedy for Venus Sickness. He checks the baggage, and finds a plant.

11 About this time, Roco is being chased by the hoodlums. He goes into a back street and ducks into a manhole, throwing his pursuers off his tail.



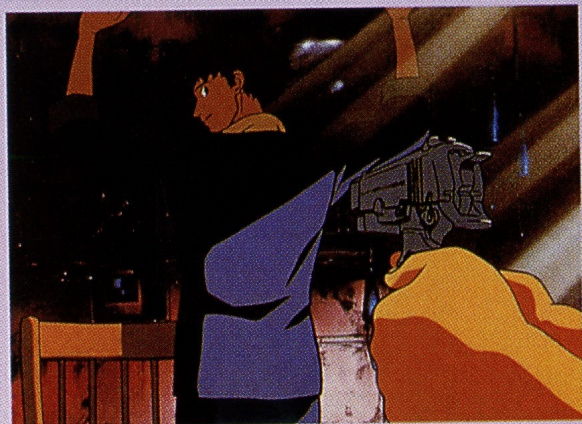
SESSION#8



"They say that Lady Bounty is very fickle." "It's Lady Luck, FYI."



EYE CATCH



15 About the same time, Roco happens to run into Piccaro's gang in a public restroom. He's busted!



16 Stella pours some tea for Spike, and says, "I can feel these things. Both you and Roco have something very beautiful inside of you."



14 The woman, Stella, asks Spike why he came. But she relaxes once he mentions Roco.

"Something beautiful, huh...? I'm afraid that I lost that a long, long time ago..."

Roco, risking his life to protect something precious

Inside the shuttle wreckage was Roco's sister Stella, who lost her sight because of Venus Sickness. When Stella realizes that Spike knows Roco, she shows him a music box that Roco had given her. Hidden inside, Spike finds some seeds of the Grey Ash, which is the remedy for Venus Sickness. Meanwhile, Piccaro's gang catches Roco. That night, Spike and Roco meet at a cathedral at the edge of town. But Piccaro and his gang have been lying in wait there to get the Grey Ash. In order to help Spike escape, Roco jumps on one of Piccaro's underlings. Spike takes the opportunity to duck for cover and shoot back. Faye and Jet spring into action to back up Spike. Just then, one of Piccaro's underlings comes after Roco to grab the plant. When Roco sees him, images of Spike's movements back in the shuttle before suddenly flash through his mind. Roco sends the underling flying, just like Spike had. When Spike saw that, he gives him the thumbs-up. At that exact moment, a bullet pierces Roco's chest!

SESSION#8

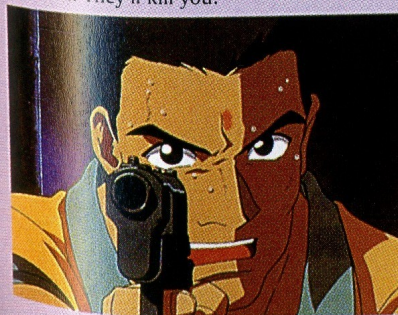
17 Spike returns to the Bebop and asks Jet how much Grey Ash seeds are worth. He answers, "Those things are like gems. Eight million each. You got some?" Spike looks at the seeds in his hand and says, "No, just curious."



18 Even though they beat him, Roco still won't tell where the plant is. When Piccaro mentions his sister, Roco spits, "She has nothing to do with this."

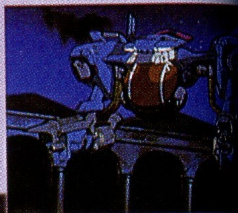


19 When Roco finds out Spike is a bounty hunter, out for the price on his head, he points a gun at him. Spike says, "Stella needs this, doesn't she?" and holds out the plant. Realizing that Spike understands the situation, Roco yells, "Run! They'll kill you."





20 Gunshots hit the ground at Spike and Roco's feet. Roco pleads, "You have the Grey Ash, so let him go, please." But Piccaro and his gang point their guns at Roco. Roco jumps at one of Piccaro's underlings, and the shoot-out begins!



21 Faye suddenly starts blazing away with her Gatling Gun, and Jet warns her, "Hey, easy Faye! There's no reward if they're all dead!"



Interlude

What is the martial art that Spike was teaching Roco? It's Jeet Kune Do, a martial art developed and mastered by Bruce Lee. It is not limited to any specific martial art discipline, but borrows from many different styles. And certainly, Spike's line "Be like water..." is a major part of its teaching. This episode really showcases Spike's admiration for Bruce Lee.



22 One of Piccaro's underlings runs at Roco. Roco suddenly remembers Spike's teachings and sends the goon flying just like Spike. When he realizes what he did, Roco smiles.

SESSION#8



23 But joy only lasts a moment as a bullet slices through Roco's chest. The plant slips from his arms, and the case breaks, exposing it to the outside air, causing it to wither instantly.



24 Spike runs over to Roco, who asks him to take care of his sister with the seeds, as he passes away.

"You know better than anyone without looking."

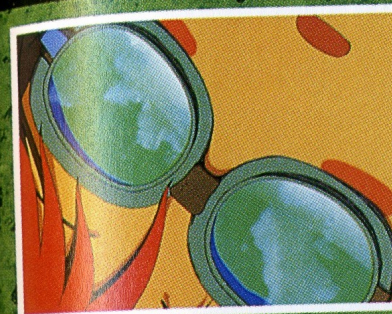
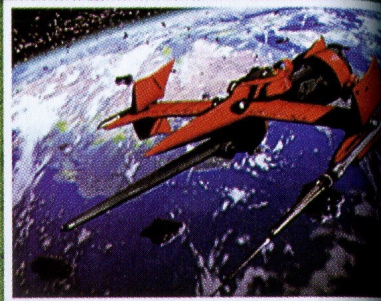
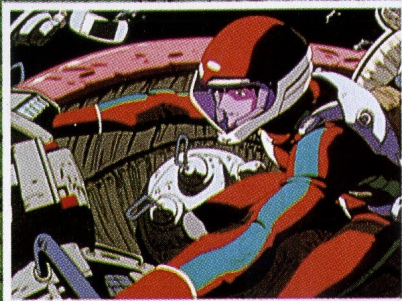


25 Spike pays a visit to Stella in the hospital. Her eyes are going to heal now, thanks to Roco and he is the first person she wants to see, but...



26 Just from Spike's demeanor, Stella can tell that Roco has died. As Spike leaves the room, she asks him, "Tell me, what was Roco really like?" Spike answers: "He was a great guy. He was exactly the person you thought he was."

SEE YOU SPACE COWBOY...



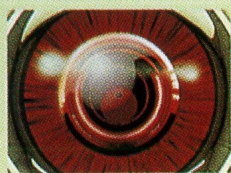
SESSION#9

Scenario : Dai Satou
Continuity : Shinichirou Watanabe
Director : Ikurou Satou

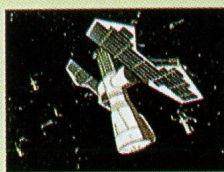
Jamming with Edward

Introducing Ed, the newest member of the *Bebop* crew! Also known as Radical (free) Edward, she lives as she pleases on the desolate Earth, unhindered by anything. She's a lot like a cat. Her wide-eyed ingenuity, high spirits and contact with a newborn, innocent artificial intelligence (an AI) shape this episode. And, incidentally, the title "Jamming with Edward" could refer to "jamming" electromagnetic waves, or a musical jam session with Ed and the rest of the *Bebop* crew.





1 An artificial satellite in orbit above Earth. A voice echoes out: "Always...alone." The surrounding satellites use their lasers to sketch patterns on the surface of the Earth that look just like the Nazca lines!



2 Ed, who is a master hacker on Earth, connects to cyberspace and finds the *Bebop's* gate logs.



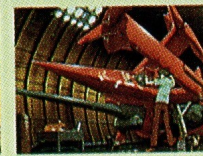
3 "Bebop Here! Here! Alright!" Just as she says this, a meteorite crashes nearby. Ed is thrown in the blast and gets dusted pitch black.



An 8 million bounty on a hacker!!

Some unnerving information comes aboard the *Bebop*, which is on its way to Earth. Who hacked the laser satellites and made them draw the huge pictures on the Earth? When they find out a huge bounty has been placed on the culprit, Faye and Jet take a definite interest in the story. On the other hand, Spike isn't very thrilled.

Ed, a child hacker, has taken a deep interest in watching the *Bebop's* movements from cyberspace. As a genius hacker, the police thought she was in cahoots with the laser culprit. Ed connects to the *Bebop's* computer, and finds out about the land drawings. When she discovers that the access code to the satellite used to make them had been lost and that the investigation is going slower than expected, she researches it herself. Jet and Faye search on Earth for the criminal, but they can't get any useful information, so they're stuck. At the same time, Ed has found the access code and connects to the satellite network. And when she does, she suddenly hears a strange voice in her head.

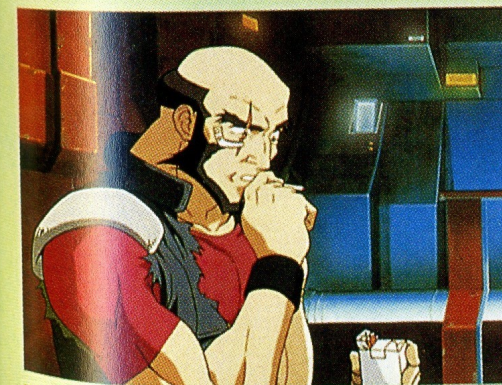


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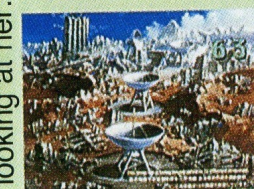
4 As the *Bebop* draws near Earth, the crew pass time each in his/her own way. That is, until the TV reports that an 8 million bounty has been placed on the person responsible for the strange land drawings.



5 Faye takes in the bounty, but Spike says he'll sit this one out. When Faye asks why, Spike answers, "Hackers are boring."

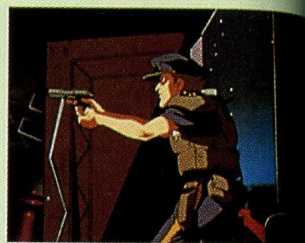
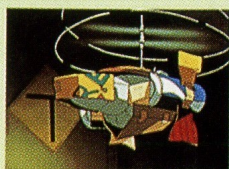


7 A news program reports that the access code to the satellite used to draw the land drawings has been lost, so the investigation is going much slower than expected.



6 Faye thinks it will be an easy job. When Jet complains he doesn't like being led around by a woman, he gets Faye's counter-attack in the form of a stomp on his foot.

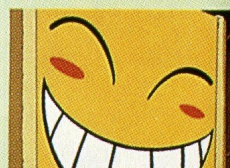
"You can't tell a woman's age just by looking at her...!"



8 A dilapidated building on Earth. Surrounded by various junkpiles, Ed plays happily with a remote-controlled plane she made herself. It looks just like the *Bebop*.



9 Suddenly, the police burst in. But Ed uses her controller to pilot the patrol ship like a toy and make it crash into the ground.



Earth

The environment of the Earth of this era has been completely transformed, forcing most people to live underground. This is necessary as the surface of the Earth is struck daily with pieces of the Moon, which was destroyed in the phase space gate accident. A small minority of people make their living on the surface rummaging through junk, like Ed. But that doesn't mean the people who live underground are closed off from all society. As forests of parabolic antennas on the surface indicate, there is constant exchange with the outside world and with the people living in space.

10 Ed hacks into the *Bebop*'s computers and finds out about the bounty for the one who made the land drawings.

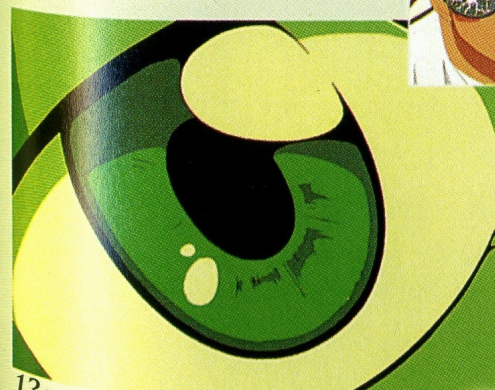
SESSION#9



11 Faye flies over the Earth in her *Redtail*, looking for the transmitter the hacker used to gain access to the satellite. But the Earth's surface has an immense number of antenna covering it like a forest.

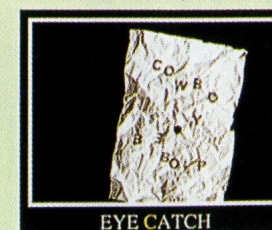


12 Jet goes to an underground city, snooping around for information about the hacker. The name "Radical Edward" comes up, but the descriptions given by the people are across the board. Unable to get any useful information, Jet gets rather discouraged.

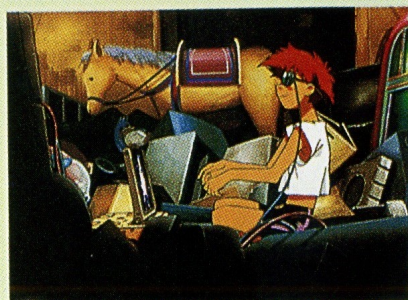
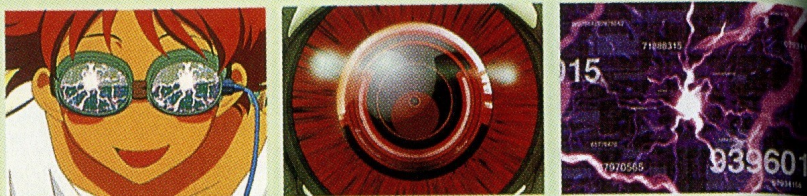


"Nobody here.
Always, alone..."

13 When Ed finds the access code to the satellite, she realizes that it's not connected to Earth at all. Strangely, when Ed connects to the satellite network, she hears a strange voice in her head.



EYE CATCH



14 Ed introduces herself to the AI as a net diver from Earth. The AI says that it is the control program of an artificial satellite.

"I'll call you MPU! It's like CPU, but neater."



15 Jet and Faye have returned to the Bebop. Jet brings back sweets as a souvenir, but the only information he brings back is his findings on Radical Edward. His report: "He's a seven foot tall ex-basketball pro Hindu guru drag queen alien."



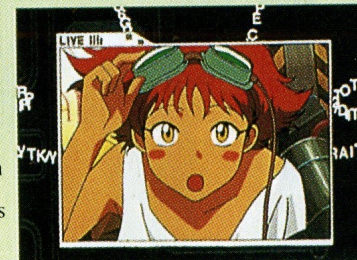
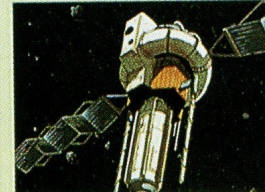
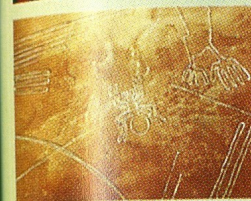
What kind of dream did that eye see?

The strange voice belongs to a military satellite's AI (artificial intelligence). Ed finds out the AI made the land drawings, and she gives it the name "MPU." But because police jam the signal, the connection is lost. In the meantime, Jet and the others return to *Bebop* without any information. All they get is the name of a hacker, Radical Edward. Jet got some information from the police database, and finds out that the police had tried to bust Ed without success. Just then, a message comes in from Ed, flabbergasting Spike and the others. Ed says she could tell them who the real culprit is, but she has a favor to ask in return. Ed tells them all the details about the incident. Since she couldn't access the satellite anymore, she asks them to actually go there and download the AI. And to do that, they couldn't use any computer, or else the surrounding attack satellites would respond with force. Jet says it is impossible to do it manually. But for some reason, Spike seems enthusiastic about the plan and takes off in the *Swordfish II*.

SESSION#9



16 Ed asks the AI why it doodled on the Earth. It seems that MPU drew the pictures it remembered from an Earth long ago, before the gate accident. Suddenly the display gets scrambled. The police have tracked down the access code and jammed the signal!



17 Jet searches for information on Ed, when his computer gets hacked. When Spike asks the hacker, "Do you know Edward?" she responds, "Yeah. Because Edward is Edward."



18 Having heard all the details from Ed, Spike gets all gung-ho about going to the satellite, breaking the antenna and downloading the AI.



19 Faye asks Ed how she knows about them. Ed had been keeping track of the *Bebop's* movements for some time. When Faye hears that, she finally believes that Ed is really Radical Edward.



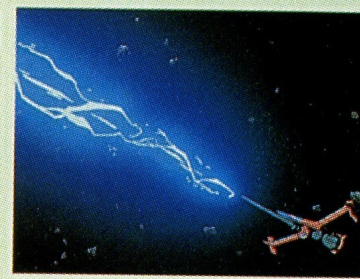
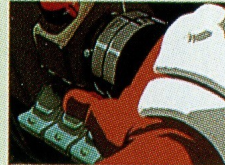
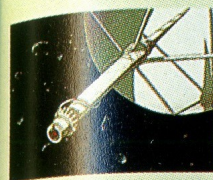
20 Spike has flown out on the *Swordfish II*. Going in manually, without the aid of his machine and breaking the satellite's antenna is a tough job to say the least. Jet reminds him that he has only one chance...

"Got it? One chance..."
"That's all I'm gonna need!"

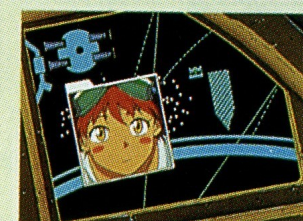
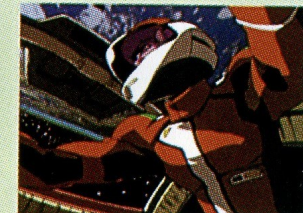


21 Spike cuts off all controls, and switches to manual. He proceeds to control the *Swordfish II's* altitude, drawing close to the target through inertia.

SESSION#9



22 MPU sees the approach of the *Swordfish II*. Responding, the surrounding attack satellites start to move. Spike gets the satellite dead in his sights and pushes the button for his main gun. The beam from the main gun shoots straight for the satellite!

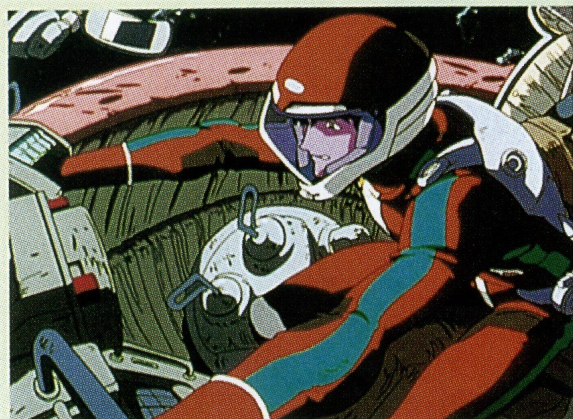


23 However, the other satellites in front of it shield it, and the attack fails. Spike fires his engines and dodges the satellites' attacks one by one. The only answer is to shoot down all of the satellites. When Faye asks, "All of them?" Jet shouts back, "If we don't, they'll take us out!" Spike maneuvers his ship for dear life.

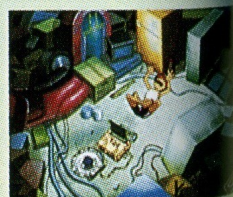
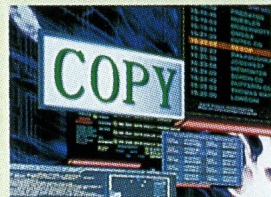
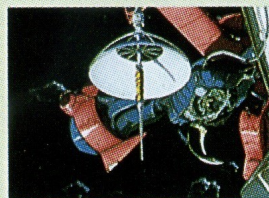
MPU
MPU is the control program of a military satellite in orbit since before the gate accident that transformed and gave birth to an AI. Officially, it was launched for weather observation. It seems that the group of satellites, isolated from the Earth communication network in space, formed a network like a neural net, thus developing intelligence. As an AI, it brings to mind the computer HAL 9000, which appeared in the 1968 science fiction movie "2001: A Space Odyssey." It's still memorable how HAL's red camera "eye" would appear many a time in that movie. In this story, that image is reproduced in order to give a sharp impression of the AI's existence.



24 Ed tells them the satellites won't fire if Spike gets within 20 meters of MPU. Faye becomes a decoy for Spike, who steers close to the main satellite.



25 With superhuman steering technique, Spike dodges the attacks one by one and amazingly gets close enough to the satellite to operate. Spike exits his ship, quickly searches for the satellite's jack, and plugs in a connector.



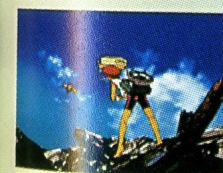
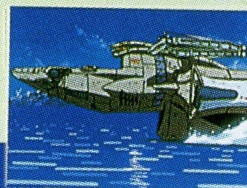
26 Ed connects to the AI through the Swordfish II. Ed persuades the AI, "If you let us download you, we'll be your friends!" She taps on the keyboard, and the copy begins!

"It was lonely, so it drew some friends."



27 Spike and Jet bring in the AI's data, reporting that it is the perpetrator. On the way back, Jet asks, "I wonder why it suddenly started doodling on the Earth all of a sudden?" "It drew itself some friends," Spike replies.

28 Ed waits happily at the beach for the *Bebop* to return. Faye had made a promise to let her come on the *Bebop* if she helped them. But Faye shouts to Ed, "Promises were made to be broken! In fact, most of them are!" They ignore Ed and take off.



29 When that happens, Ed uses her controller to bring the *Bebop* back. She grins widely and says, "Faye promised Ed can be a member of *Bebop*."



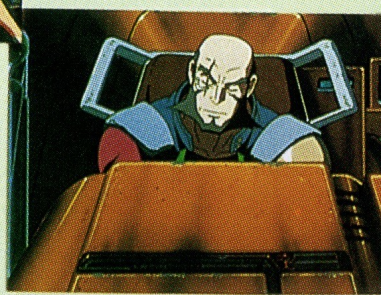
30 It turns out that the bounty doesn't apply to computers, so they wind up getting nothing for the capture. Spike sighs. "Jet, I hate kids, animals, and women with attitudes. So why do we have all three onboard?"



"Like I said... Nothing good ever comes from Earth."

Interlude

The title "Jamming with Edward" is one of the Rolling Stones series. It comes from the title of an album made in 1972 of a session with three of the Rolling Stones (Mick Jagger, Bill Wyman, Charlie Watts), the blues guitarist Ry Cooder, and the pianist Nicky Hopkins.



SEE YOU SPACE COWBOY...



Ganymede Elegy

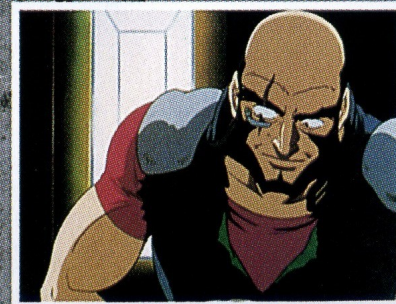
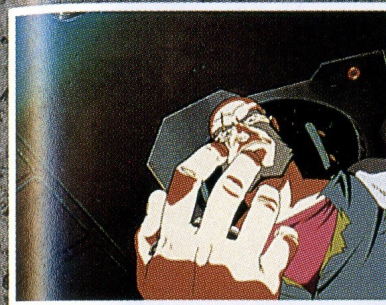
This is the 6th episode aired during the original Japanese TV broadcast (the 10th episode overall) and it closes in on Jet's past. This episode focuses almost entirely on Jet, entailing details such as the fact that he was once a police officer on the moon Ganymede, that he was nicknamed "the Black Dog" who sinks his teeth in and never lets go," and that he once had a girlfriend, a fact that hasn't been touched upon thus far. Colored with Jet's "sentimental" personality from start to finish, this is a must-see for Jet fans!

SESSION #10

ガニメデ慕情

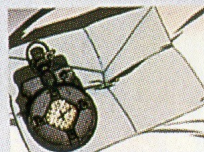
SESSION #10

Scenario ; Akihiko Inari
Continuity ; Yuuji Yamaguchi
Director ; Hirokazu Yamada





1 A man by the name of Baker Panchorero is tied up in the *Bebop* and Ed bumps into him from above and bites him.



2 Jet looks at the motionless pocket watch in his hand, deep in thought. Images of the watch, accompanied by a letter and a female figure walking in the rain, float to the surface of his mind.

"How long were you there?"
 "For a while."



3 Faye butts into Jet's business and says, "Ganymede is your old home, right? Don't tell me you were remembering some sweet thing from your past that cried over you? Or somebody who made you cry?"

Jet's memories of a girlfriend from Ganymede

Spike and the others head to Ganymede to turn in the bounty they have caught, Baker. But with the sight of his old home Ganymede in front of him, Jet becomes lost in thought, and he even manages to forget to get permission to land. Harried by Spike, he contacts the Ganymede police, and the man who responds is none other than Jet's old comrade from his days as a cop, Donnelley. They haven't seen one another in nearly eight years. That's when the name of Jet's old girlfriend, Alisa, escapes Donnelley's lips... After hearing about what Alisa had been up to lately, Jet heads for her bar. There was no one in the place except for Alisa's boyfriend, Rhint, but Alisa appears from behind a curtain. She is totally surprised by Jet's appearance, but soon relaxes. Just then, a communication comes in to the *Bebop* from Donnelley for Jet. Spike takes the message - info on a bounty - and Alisa's boyfriend Rhint is the target. Needless to say, Spike is a tad troubled by this.

SESSION# 10



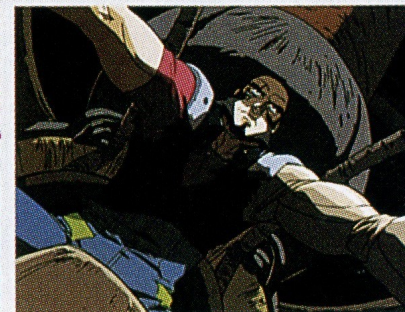
4 Jet contacts the Ganymede police in order to hand over the bounty, Baker. The person who responds is Donnelley, an old comrade of Jet's from when he was a cop. They're happy to see each other again after 7-8 years. Donnelley asks how Jet has been doing since his Ganymede days. "Oh yeah, what was her name again...you know...that's it, Alisa!"



"YOU'RE a bounty hunter?"



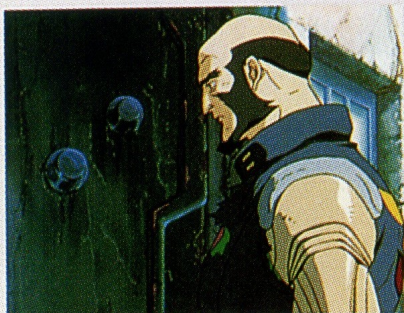
5 "She has a joint on Marvis Harbor, a little bar called 'La Fin.' With this information, Jet goes alone toward Marvis Harbor.



"If you think all women think like you, you're the one making a big mistake."

6 When Faye finds out Jet went to see an old flame, she says, "He's kidding himself if he thinks his old girlfriend still carries a torch for him." Spike replies, "And you're kidding yourself if you think all women are like you."





7 Jet hesitates in front of La Fin, but then enters the bar. Rhint is inside, and Jet says, "I'm an old friend of Alisa's. I haven't been around in a while..."



8 Just then, Alisa appears. Surprised, she says, "It couldn't be! Jet?" She tells Rhint, "Rhint, he's my guest. It's Okay." Rhint leaves the bar, snarling.



9 As she offers Jet a drink, Alisa confides, "I'm closing shop. There aren't as many ships coming around anymore and this area has gotten run-down. I'm thinking of moving to a new town."



"It's so like you to worry about things like that."



10 Worried about Alisa, Jet asks her, "New Island mortgages are high and the banks aren't too understanding. Must be hard for you to manage." Seeing that Jet's personality hasn't changed a bit since their days as a couple, Alisa smiles and chuckles, seeming to relax.

Interlude

The name "Rip Van Winkle" came up in the conversation between Jet and Donnelley. This is the name of the main character in a short story of the same name by Washington Irving. The story is about a man, Rip, who was running away from his nagging wife when he ended up falling asleep for 20 years, and the world had changed when he awoke. But in this situation, Jet is a bit "backward" too.

SESSION# 10

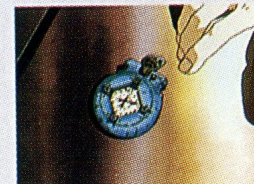


11 Alisa says brightly, "You don't have to worry. Besides, I have Rhint..." When he hears Rhint's name, Jet asks, "That guy who was just here?" "Yeah, we're married and have three kids."

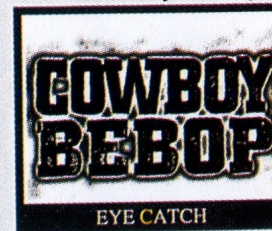
"Something on your mind?" "Yeah."



12 Jet is shocked, but Alisa laughs. "Kidding. Rhint is just my boyfriend. You must be married." Jet answers, "Nah, I'm traveling around with a bunch of weirdoes. And on top of that, I'm a bounty hunter." He takes out the pocket watch he brought with him and shows it to Alisa. "Do you remember this?"



13 Donnelley contacts Spike. "I have some info on a bounty. This hasn't been broadcast to the public yet..." The bounty is Rhint. "Rhint is Alisa's main squeeze. I thought you boys would want to know." Spike reluctantly asks, "What's the bounty on this guy?"



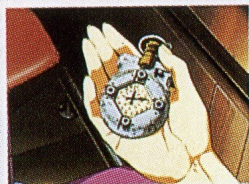


14 Leaving Ed and Faye behind on the *Bebop*, Spike heads for La Fin. When none of his messages get any response from Jet, he becomes concerned.

15 Jet says, "When I came back that day, all that you left behind was this watch and a note, with only one word on it: 'Farewell.' I made a deal with myself. If you didn't come back by the time this watch stopped, I would leave this place and start a new life... I didn't come here to blame you. I just wanted to know why."



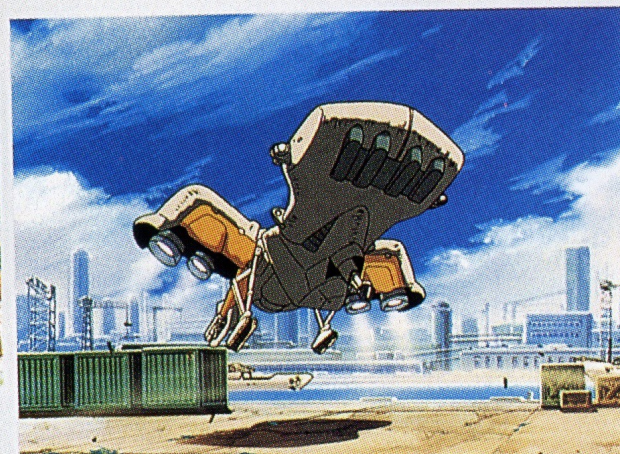
"Time never stands still."



16 Alisa says, "The way you talk about it, you seem to think that time really has stopped on Ganymede. But that's a story from so long ago... I've forgotten about it." Then she tells him, "I've gotta go. Goodbye, Jet."

Alisa, runs away with a wanted man, and Jet chases after them... Spike leaves the *Bebop* aboard the *Swordfish II*, looking for Jet. But Jet isn't returning his pages. Spike has no choice but to go searching to find out where Jet is... In the meantime, Jet was at La Fin, asking Alisa why she had left him. But Alisa told Jet, who to her hadn't changed a bit since they parted, that she was going to leave him yet again. In order to protect Rhint from bounty hunters, Alisa abandons her store and flees. Just then, Spike, who had been looking for Jet, spots Rhint and Alisa and begins the chase. Rhint and Alisa frantically run away from Spike. In the middle of the pursuit, Spike and Jet nearly crash into each other. Spike explains the situation to Jet and he decides to capture Alisa's boyfriend, Rhint, himself.

"I didn't come here to blame you. I just wanted to know why."



17 In an effort to protect Alisa, Rhint ended up killing Loewe Renzo, a loan shark who had lent Alisa money. Rhint thinks back to then as he flicks his lighter. As Jet leaves La Fin behind, he casts a sideways glance at Rhint, who looks terrified.



18 Rhint cries, "A bounty hunter? He's after me!" He's lost all hope. Alisa rushes Rhint toward a boat for escape.

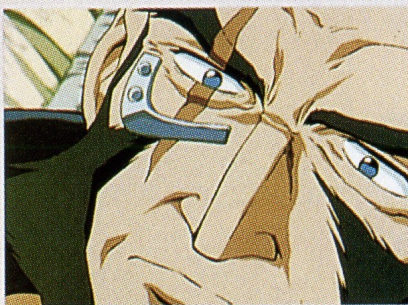


19 Spike suddenly spots Rhint and Alisa. "Well, it looks like all of my good karma is finally paying off." He only fires warning shots at the boat.

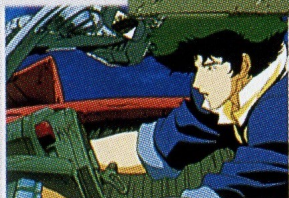


20 While chasing Rhint aboard the *Swordfish II*, Spike almost crashes into Jet in the *Hammerhead*. Spike tells Jet that Rhint has a 1.8 million woolong bounty on his head. "He's got a bounty?" Jet can't hide his surprise.

"Sorry, it's just business."



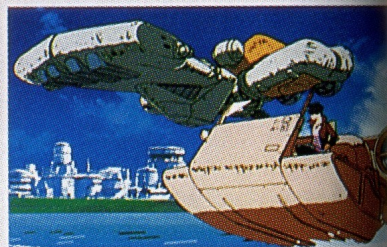
"I'll handle this. You go back."



"You're so sentimental. Really!"



21 Jet broods for a bit, but decides to catch Rhint himself. When Spike asks Jet, "You're not gonna let him go, are ya?" he says, "When I was a cop, this was my beat. I was the 'Black Dog' that sinks its teeth in and doesn't let go."



22 Jet warns Rhint, "Stop the boat, now!" Just like his nickname, Jet threatens to chase the boat until the heavens fall.



23 Jet sinks the *Hammerhead's* anchor into Rhint's boat, and stops it. With his boat unable to move, Rhint begins to panic.

The satellite Ganymede.

Ganymede is the third satellite from Jupiter. The majority of its surface is covered with oceans, so there are many offshore cities. There are gigantic marine life forms in the oceans, and the fishing industry is rather prosperous. The *Bebop* was originally a Ganymede fishing boat, and was used to transport the catches of gigantic fish (such as the Ganymede whale) into space. Incidentally, the numbers on Jet's pocket watch go up to 15. Ganymede's period of rotation is naturally 7 - 15 days, but it is speculated that the period of rotation has been sped up due to the terraforming of the planets and satellites.

SESSION# 10



24 Alisa quietly grips the pistol in her lap. She slowly turns toward Jet, who stares back at her. The part of Rhint and Alisa's boat with the anchor stuck in it breaks apart, and the sudden release causes the boat to lurch forward and beach on the rocks.



"Stop protecting me!"



25 Alisa points her gun at Jet. As Jet gets closer, she yells and pulls the trigger. She misses and Jet says, "If I let him go, someone else will get him. You still have time."



26 When Jet hears Alisa say, "I wanted to live my own life," he tells Rhint, "Be strong...and take care of her."

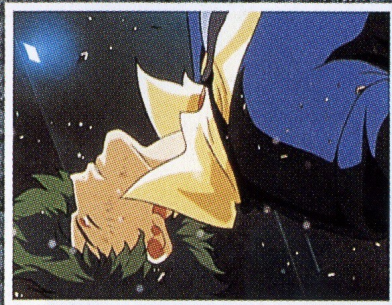


"Because time never stands still."



27 Realizing that Alisa will wait for Rhint, Jet feels more at ease, and leaves her behind. With a final glance at the pocket watch, he tosses it into the sea.

SEE YOU SPACE COWBOY...



Session#11

闇夜のヘヴィ・ロック

SESSION#11

Scenario ; Michiko Yokote

Continuity ; Kunihiko Mori

Director ; Kunihiko Mori

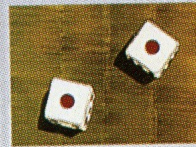
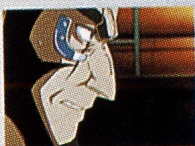
Toys in the Attic

This, the 7th episode of the original Japanese broadcast run, is unusual in that it takes place entirely aboard the *Bebop*. In the calm confines of the ship, an intelligent space creature appears and, in one fell swoop, the ship is swallowed up in a whirlpool of calamity. Just what is this intelligent life form, really?! The usual words, which normally appear at the end of each episode, are replaced with "The End." And in the preview of the next episode, Ed announces that from now on, the show will be "Cowgirl Ed." It is a very surreal and humorous episode, to be sure.

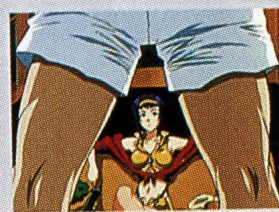




1 Jet reads over the ship's logs. "It's a pain not having money. Sometimes we get tempted to make some quick cash." Jet loses big-time to Faye at dice, even his clothing!



"Men don't go back on their word!"

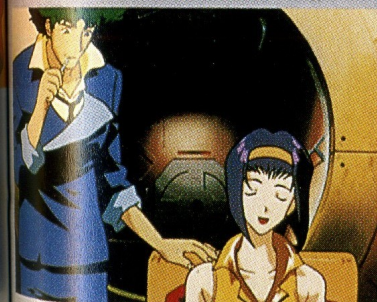
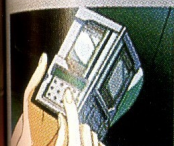


2 Faye pressures Jet, "Well, it would be easiest for me if you paid me in cash. So what'll it be?"

One victim after another! The horror story begins?

Inside the *Bebop*, Jet gambles with Faye to try and make some quick cash. What he doesn't realize is that Faye is swindling him the whole time, so he loses all of his possessions in the game. Having lost his clothes (not to mention his dignity), he goes back to the storeroom for a blanket. While in the storeroom, he gets close to the refrigerator and something bites him. Spike and the others think it's just a rat and brush off the bite. But then Jet loses consciousness and collapses.

Spike tries to analyze the toxin in Jet's body, but it's tough to identify. Then Ed appears out of nowhere and says, "It's a mysterious space creature!" Spike shakes his head at the stupid kid's notion, but to try and shed some light on the case, Spike uses a detector to try to catch the creature. By now, Faye is bitten by the creature while in the bath, and she too goes down for the count. The *Bebop* is wrapped in mystery and suspense.



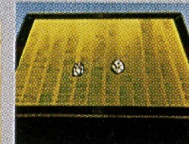
"It's tough out there in the real world!"



SESSION# 11



3 In the storeroom, Jet muses, "Humans are meant to be laborious creatures. Those who try to get rich quick or live at the expense of others, all are punished in the end, their just desserts."



4 Faye smiles as she looks over the winnings she tricked out of Jet: "The world is ruled by survival of the fittest. We live to fool and be fooled. I've never had anything good come out of trusting someone. That's the lesson."



5 Jet, in the storeroom, has been bitten by something strange. Spike runs in. When he sees the refrigerator nearby, it reminds him of something, but, what?

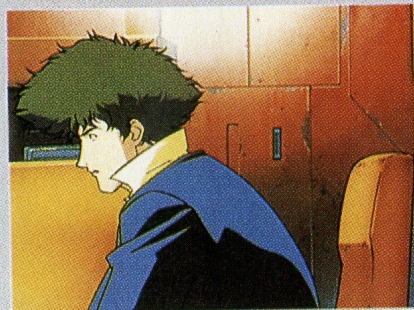


"I'm sure, there was something about that refrigerator..."

"Do I look pale?"
"You were pale to begin with."



7 Faye thinks Jet's wound is possibly due to a rat, but Spike tells her, "I dunno about that. He seems to have gotten some poison in him that isn't in the computer." The source of Jet's infection doesn't match any of the bacteria samples in the database.



"Creepy! The attack of the terrible space creature!"

The Mysterious Space Creature

A strange creature kicks the *Bebop* into a frenzy. It seems to be born from eggs which are parasites living on a lobster Spike left in the refrigerator (nice one, Spike!). Spike investigates biological data, but it seems the species has never been catalogued before. It is probably a new life form, a space borne creature hatched on the *Bebop*. It has watched the activity on the *Bebop*, and appears to be intelligent. When it sees another creature, it changes itself into something sharp, and then attacks. It doesn't die even if it gets burnt. There are no known methods of eradicating it. Spike doesn't even know if it can be eaten or not!



8 Spike refuses to accept the space creature theory, despite Ed's babbling.

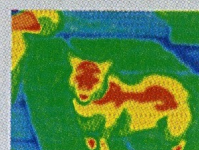


SESSION# 11

9 Faye is in the bath when something falling from the ceiling catches her eyes. She looks up, but nothing seems out of place, so she relaxes and continues her bath.



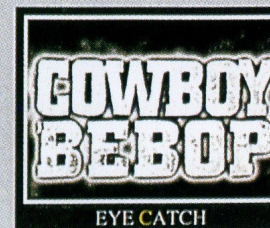
10 Spike gives Ed the detector and tells her, "Okay? This thing was made to detect heat sources." But then Ed runs off, chasing after Ein. When Spike tries to call Ed back, he notices that the creature's heat response pattern has just zoomed in front of him.



"Oh, poor little me!"



11 Faye comes bursting out of the bathroom. She asks Spike about Jet's symptoms, then cries, "And I'm still so young and beautiful!" Spike doesn't know what she's talking about, and then she faints. She's been bitten by the mysterious creature!





12 "August 6, Skyday. Today, we're going searching for a bizarre, hitch-hiking space creature. Lesson...if you see a stranger, follow him..." Ed searches for the mysterious creature like nothing bad has happened.



"No choice. I'm going in!"



14 Jet, Faye, and Ein have all lost consciousness thanks to the mysterious creature. Of course, Spike can't just leave them hanging like that, so he decides to get rid of the creature once and for all.

All alone, Spike begins the battle with the mysterious creature! Ed cheerily searches for the mysterious creature. She leaves Spike and starts searching the ship with Ein. But Ein got separated from Ed, and alone somewhere in the ship, he is attacked by the creature. When Spike finds Ein, he realizes Ein is showing the same symptoms as Jet and Faye.

Jet, Faye, and Ein are down for the count, and Ed is nowhere to be found. Unable to deny the dire nature of the situation anymore, Spike decides to exterminate the mysterious creature. Spike, armed with any and all equipment he can find, searches the ship for the creature's heat pattern.

In his search, Spike picks up the detector that Ed was wearing. Now he's worried about Ed's safety! Suddenly, the mysterious creature shows itself in front of Spike. To protect the *Bebop*, Spike makes good use of his weapons and corners the mysterious creature. But what is the mysterious creature, really?



13 As he searches for Ed, Spike hears Ein barking. He rushes to the spot, where he sees Ein, lying limp on the floor. "Oh, great!" Spike helps the dog, complaining, "Where's your natural instincts, you mutt?"



15 Spike loads up on every weapon he can find and is ready to rock! He sets the *Bebop* on autopilot, and the chase is on.

16 Spike starts off by searching in the area of the hatch with the detector. He continues moving on through the whole ship.



18 Spike is tense, and then something black falls from the ceiling right in front of him! He yelps out "Uwah!" and falls on his butt. It was just oil that had dripped from a pipe in the ceiling.



"I've been waitin' for ya!!"

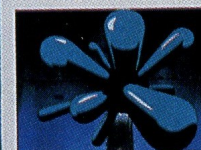
SESSION# 11



17 Spike finds the detector Ed was wearing, which had fallen in a passageway. He picks up the detector, muttering, "Oh, great. Did it get her too...?"



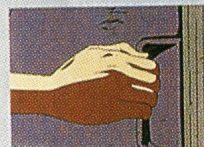
"Don't surprise me!"



19 The mysterious creature zooms by Spike's feet. Spike snatches the net gun to catch it, but the creature dodges it easily, attacking Spike. Spike throws a gas bomb and shuts the creature up in a room. "Take that, you space mutant thingamajig!"



21 Just then, his stomach growls. And as he sarcastically says, "I guess I should have eaten that. You don't know what old stuff might be in the fridge..." He suddenly realizes what he's said and a look of terror permeates his face.



22 As he stands in front of the refrigerator, Spike remembers, "It had to have been a year ago when I bought that lobster." Lo and behold, the inside of the refrigerator is teeming with fungus and eggs.



70



"Come on, you SOB!"

20 Spike finally confronts the mysterious creature. He dodges the creature's attack and fires his pistol, scoring a direct hit. Seeing that the creature isn't moving, Spike drenches it completely in flames from his flame-thrower.



24 Spike pushes the fridge out the hatch. He struggles to keep himself from being pulled outside the ship, and manages to close the hatch just in the nick of time. When the pull on his body suddenly stops, he gets flung against the wall, and loses consciousness.



23 Spike throws the entire refrigerator out into space. As he tries to get it out of the *Bebop*, he's bitten by another creature in the refrigerator.



"Manjuu... I can't eat anymore."

25 The surviving creature climbs too close to Ed's mouth and is eaten by her in her sleep!

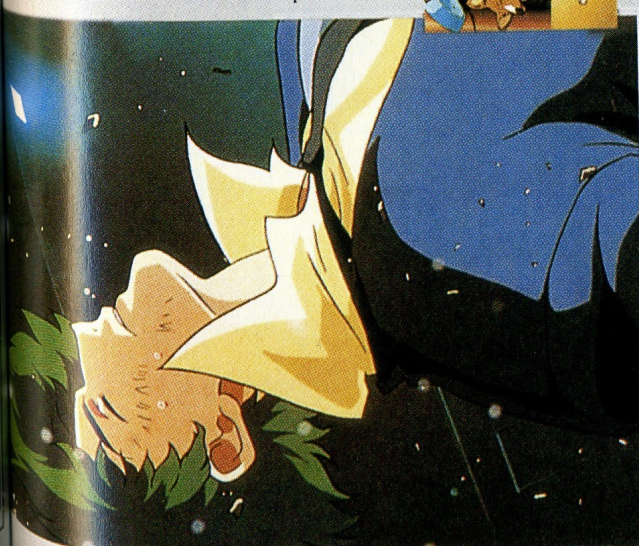


26 Spike and the others float around inside the *Bebop*. The final lesson comes from Spike: "The object lesson here is: Don't leave things sitting in the refrigerator." Good thinking.

THE END

Interlude

This episode is chock full of references to various SF movies. The major ones are "Alien" and "Aliens," and Jet's reading of the ship's log in the beginning was no doubt influenced by the "Star Trek" series. The last scene, when the *Bebop* is under zero gravity, closely resembles "2001: A Space Odyssey." (The BGM of the last scene in "2001" is "The Blue Danube," whilst in "*Bebop*," it is "The Waltz of Flowers.")

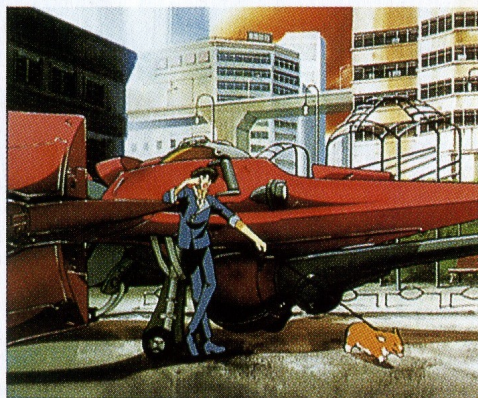


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COWBOY REPORT

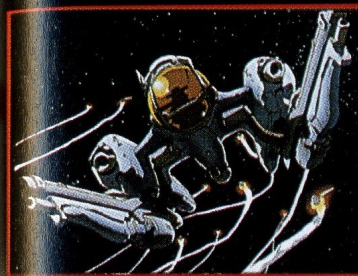
VOLUME.02

「BEBOP」Mechanic Report



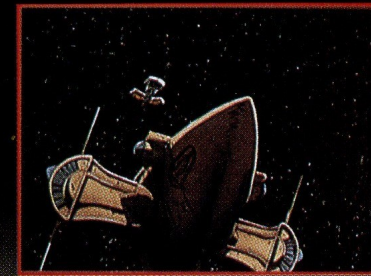
Simultaneously retro and futuristic. Conservative yet flashy. In this second volume of the "Cowboy Report," we shine the spotlight on the mechanisms of Bebop. All of the Bebop mecha have a wondrous presence and "taste," giving off a special allure, so please, have your fill!

Space



SMALL SPACECRAFT

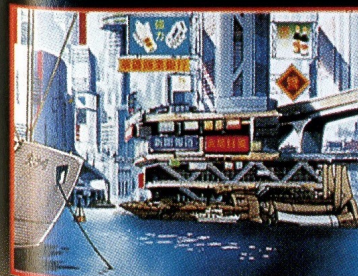
These appear frequently throughout the series. They are similar to the cars of our world, and require a license to operate. Spike's machine is classified as a monoracer while Jet's is classified as a monoboat, and Faye's, a monocarrier. These ships are unequipped to exit or enter any atmosphere.



LARGE SPACECRAFT

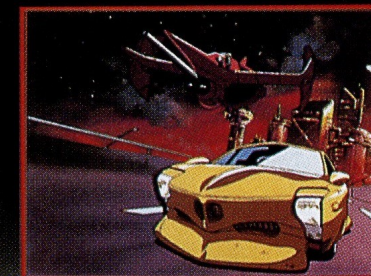
In the Bebop world, all vehicles, which are capable of traveling back and forth from outer space, are classified as "monomachines". Consequently, all ships like the *Bebop* are monomachines. There are some ships in the 400-meter class, but ships larger than that are unable to travel through the hyperspace gates.

Ground



OTHERS

On Ganymede, where oceans cover the majority of the surface, boats are the main means of transportation. There are vessels, like the *Bebop*, which can travel into space (it's even possible to do ultra-deep sea fishing while traveling between satellites!) and there are also many active traditional fishing ships.



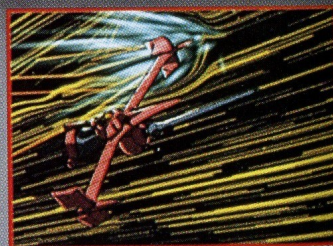
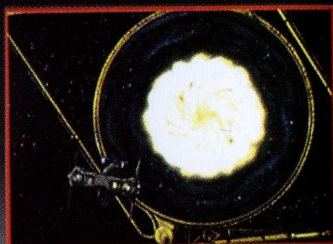
CARS

On many planets, cars remain the main mode of transportation. Various types of cars appear, from those with a near-futuristic design, to old classics like the Rolls-Royce. Even in the future, all cars still run on tires. Craft like the air car, which runs on air, have also been developed, and are in practical use.

TRANSPORT

THE PHASE SPACE GATES

According to hyperspace theory, the space in which we live phases in and out of existence every 1/48 of a second. And it is thought that during each phase, normal space is replaced by hyperspace, which is 1/240 the size of normal space. The "phase space gates" are entrances and exits to and from hyperspace. Entering hyperspace from these gates allows one to travel at a rate 240 times that of normal time. When Spike and the others travel between the planets, they usually use these gates. Even with this marvel, there are still old-school eccentrics who choose not to use the gates when traveling. The gates are managed, developed, and maintained by the Gate Public Corporation. (Similar to our own highway system. Even in the Bebop world, retired government bureaucrats get plum jobs in the private sector!)

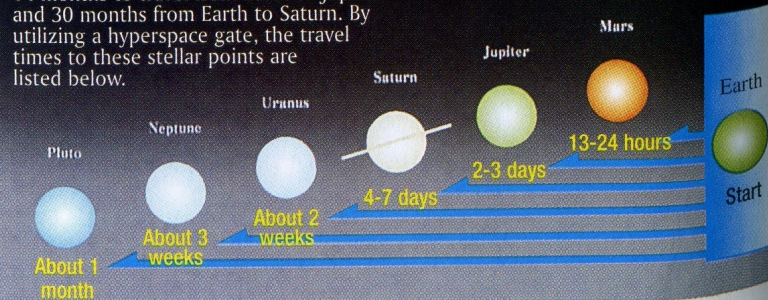


Each gate consists of a transition gate, synchrotron gate, and acceleration (or deceleration) ring.

Looking out from the inside of a gate, you can see points of light drawn into bands.

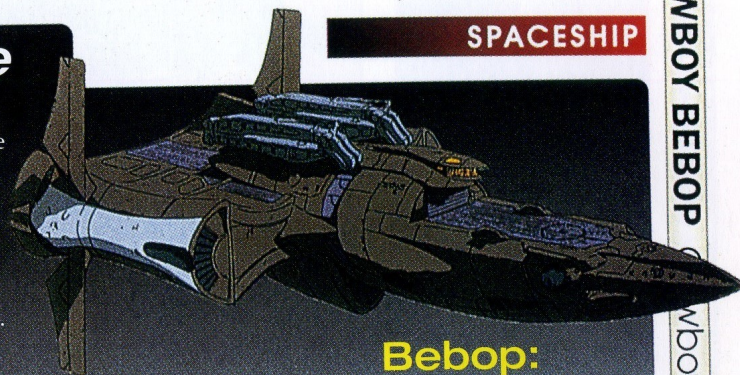
TRAVEL TIMES USING GATES

With a normal propulsion system, it takes 14 months to travel from Earth to Jupiter and 30 months from Earth to Saturn. By utilizing a hyperspace gate, the travel times to these stellar points are listed below.



Size

To the right is a comparison of the *Bebop* and the *Swordfish II*. The *Bebop* would be classified as a mid-sized passenger ship in our world. The *Swordfish II* would be about the size of a modern jet fighter.



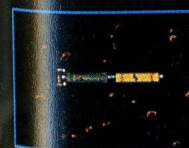
Bebop:
Length: 142 m

Swordfish II:
Length: 13.8m

SPACESHIP

Classifications

If one were to classify the major types of spaceships (monomachines) which appear in *Bebop*, it would be as shown to the right. Incidentally, there are armadas of shiptypes in the *Bebop* world, but the fighter and warship classes never make any appearances in the show.



VT's Freighter
With a total length of 80 meters, this ship is long and narrow. Not equipped with weapons.

The Bebop

A former interstellar fishing vessel. She has weapons such as a powerhand, but no firearms.



Gordon's Ship

Approximately 3 times the size of the *Bebop*. Armed to the teeth with missile pods, it looks rather fearsome, doesn't it?

Civilian

The Hammerhead

Used to be a catcher boat, a space-fishing vessel. Not equipped with any firepower.

Swordfish II

This machine was originally developed for racing. Customized with automatic guns and a laser cannon.

Large

Military

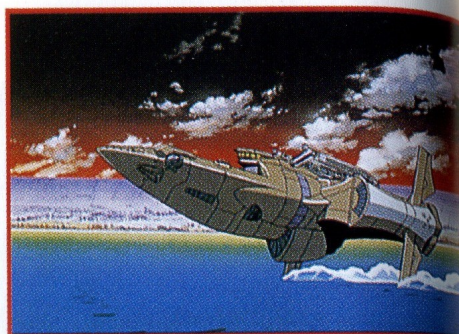
Small

The Redtail

Originally built as a high-versatility machine. Loaded with as many weapons as Faye can pack into her.

SPACESHIP

In the Bebop world, space ships that are able to travel to and from outer space using a "monosystem" are all called "monomachines." Let us introduce the major "monomachines" which have appeared thus far.



THE BEBOP

Was built as an inter-planetary fishing vessel before Jet bought and remodeled her. She has the ability to exit and re-enter the atmosphere (depending on a planet's gravity and atmospheric pressure.)



THE SWORDFISH II

Fitted with a nuclear fusion aerospike motor, she boasts the highest performance of any civilian machine. It's plasma cannon, has a firing range of 1000 km in space, and her destructive force equals 1 ton of TNT.



VICIOUS'S SHIP

Equipped with a Vulcan cannon on its bottom section, it is not a fighting machine. It is in the same class as the Hammerhead.



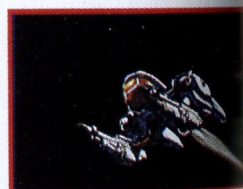
THE HAMMERHEAD

The ship Jet flies. Originally, it was a "Sacks Fish," manufactured as a catcher boat. Needless to say, it's a rugged machine, which suit's Jet just fine. (Its design was drawn with the image of a tugboat in mind.)



GREN'S SHIP

This class machine, the same class as the Redtail, is the most popular type in the Bebop universe. Its design motif is that of the real-life jet "Optica."



THE REDTAIL

Faye's ship. Highly versatile, she can be fitted with various attachments. Faye's design emphasizes firepower. Incidentally, in the Bebop world, firearms need to be licensed.



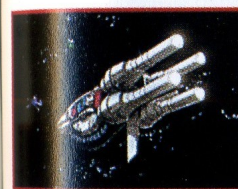
PATROL SHIPS

The newest machines in the Bebop world, they are for official use by the police on all planets. Its monopod is a different shape than comparatively old models like the Swordfish II and Redtail.



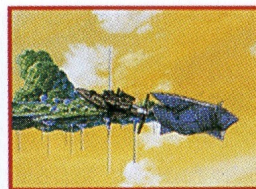
GORGEOUS CRAZER

Total length: approximately 400 meters. The ring section spins to generate gravity for the rooms inside. (In the Bebop world, there is no technology to generate gravity artificially.)



CARGO SHIP

The ship Twinkle and her group used to trick the Ganymede police. When patrol ships drew close, it self-destructed. The four large, backward-pointing rockets are a prominent feature.



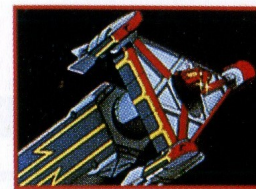
FIXED-INTERVAL SHUTTLE

Used as a link between planets, there are also some vessels which travel from the gates and land directly on the ground, as well as ferry-like ships which connect space stations close to the gates.



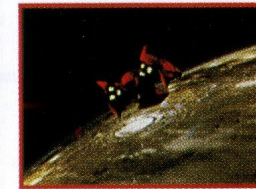
SMALL TRANSPORT SHIP

It is fitted with a barrel-like container on its bottom section, where multiple-warhead missiles are hidden. The barrel-like container is held in place by 4 arms.



SPACE TRUCK

Other trucks appear in the series as well, decorated with various pictures, much like real-world truckers are fond of putting on their trucks today.



RED DRAGON MOTHERSHIP

The bottom section is independent of the main fuselage, and can descend separately from space. It's hard to tell from the picture above, but it bears the emblem of the Red Dragons on its side.

Monopod System

The "MONO" of "Monosystem" is an abbreviation of "Machine Operation Navigation of Outer Space." This system includes the airframe control mechanics, navigation system, and automatic billing system, and is necessary for activity in outer space. Since all space ships carry this system as standard, all space ships are "monomachines." In addition, there are also cases where small ships equipped with monopods (steering capsules that are life pods) are called "narrow-sense" monomachines. These monomachines are unable to exit or re-enter the atmosphere. Incidentally, the "monoracer," "monocatcher," and "monoboat" classes are the same as the "sedan," "wagon," and other such classes of cars today.

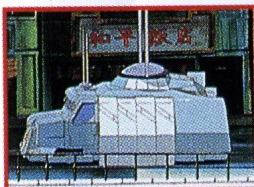


Only the monopod itself is independent, and it can transfer to other ships only if they meet operational standards.

OTHER MECHANICS

COMMENTS

The cars of Bebop were designed as a joint effort between mecha designer Kimitoshi Yamane and set designer Isamu Imakake. "I worked on it first, but Mr. Imakake loves cars and does them very well, so he pushed his way into doing it (laugh)." (Mecha designer Kimitoshi Yamane) It's possible to distinguish between Yamane's work, which includes the special, unique designs, and Imakake's work, which includes the more traditional designs.



CAR (1)

Driven by the men from the research facility searching for Ein. Equipped with a special-frequency antenna and other such high-tech equipment.



CAR (2)

The car stolen by Wen in the second half of session 10. 6 is steered with a control bar. This technology is in actual use today for the aid of handicapped persons.



JET HELICOPTER

What the mafia leaders flew after they had signed agreements with Mao. It achieves lift from the downward propulsion of the low-profile jet engine.



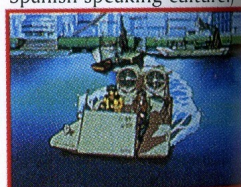
DELIVERY HELICOPTER

This is the unmanned helicopter that delivers luggage to the *Bebop*.



PATROL CARS

The word "police" is painted on them in whatever language is appropriate for the planet or region. (In the picture above, it's in Spanish: "Policia." The asteroid Tijuana has a Spanish-speaking culture.)



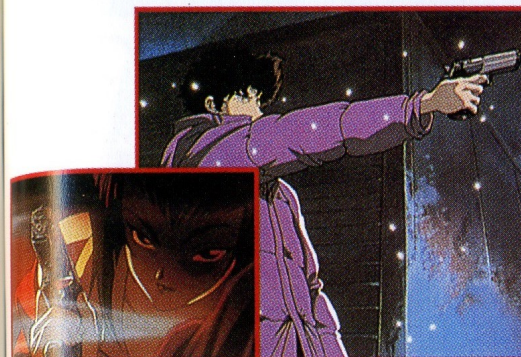
BOAT

Used by Alisa and Rhint in their getaway in session 10. "In general, this design seems like a boat local fishermen might use, but it's capable of great speed." (Mecha designer Kimitoshi Yamane)



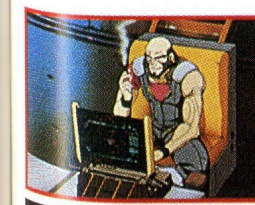
ARTIFICIAL SATELLITE

Appears in session 9. Detached from the computer network, the AI gained a will of its own.



GUNS

The pistols that Spike and the others use all exist in real life. (Spike uses a Jericho 941 made in Israel, Jet uses a Walther P99 made in Germany, and Faye uses a Glock 30 made in Austria.) "The guns were chosen by the director, in discussion with Mr. Imakake and Mr. Yamane. They talked about how they didn't want common guns, because that wouldn't be very interesting, and so they decided on these guns." (Setting Producer, Satoshi Toba)



PC

Placed in the *Bebop*'s living room, it serves various functions such as a TV and telephone. It's a little bit smaller than today's PCs.



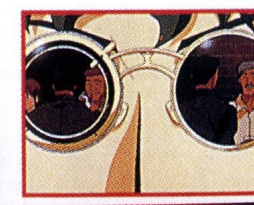
GOGGLE DISPLAY

The goggles Ed wears around her neck. The degree of transparency of the lenses changes to affect the degree to which you focus on the task at hand.



COMMUNICATIONS

"Today's cell phones are too small to be interesting visually. So we made them a little bigger, and placed them in a lot of different things..." (Mecha Designer Kimitoshi Yamane).



SUNGLASSES DISPLAY

By combining it with a multi-purpose communications device, you can also use it as a sensor. (It can be used to verify that certain bounties have changed their looks for instances.)

ITEM

ITEM



WASHING MACHINE

Large-class commercial ships like the *Bebop* come equipped with washing machines. It's a convenient machine that can be used for both washing and drying.



MONEY READER

It's kind of like a portable cash dispenser, and is used to read money cards. (Even the receipt board Spike brings out in session 7 is electronic.)



LIPSTICK COMM. DEVICE

Faye had this hidden away in session 3. It has a small wide-angle lens, so it's even possible to have a face-to-face communication. The central unit is also interchangeable.



WATCH

In accordance with Ganymede's period of rotation, the numbers go up to 15. It has a solid construction to resist high water pressure, making it useful to Ganymede fishermen.



LIGHTER

"After being given the materials by the director, I came up with this design. To avoid seeming like Zippo, I wanted to depict Spike's troubles with it." (Mecha designer, Kimitoshi Yamane)



NET CHESS

When you set it up with pieces that have your opponent's data recorded, holographic pieces appear on your board. This sets up the circuit connecting you with your opponent.

COMMENTS

"Things I should design in a way similar to the present, things I should change... I change things as circumstances permit, and in accordance with the director's intention. For example, the handguns. If I purposely gave them a new design, it would be more futuristic than really necessary. Or if I referenced existing guns, it would be merely imitation.

"And so, I thought it would be best to use things which would feel familiar. Taking all of those things into consideration, it was difficult trying to make progress with the work while at the same time confirming everything with the production staff and director. And I took care that it wouldn't turn out entirely too futuristic, or too gaudy. At any rate, I aimed to create designs which would make the audience feel as if the characters were actually 'alive.'" (Mecha Designer, Kimitoshi Yamane)

"Cowboy Bebop" Art File

Session #6 ~ #11

Art File (Ed + Guest Characters)

Ed comes aboard the *Bebop* in session 9. As the level of chaos on the ship reaches new heights, so too does the chance that the tension will be broken up in some unexpected ways? First Faye, and now Ed and VT: it seems that women who appear on *Bebop* are more often than not oddballs with some rather strange habits.



Ed's goggles: According to a memo from character designer Toshihiro Kawamoto, "They have a retro design, but they're actually high-tech."

Edward Wong Hau Pepelu Tivrusky the 4th
Age: 13 - Blood type: AB - Sign: Sagittarius - Birthplace: Earth

On Earth, she was an unparalleled hacker and researched the *Bebop's* battles like a stalker, decided she wanted to be a member of the crew, and wound up coming aboard the *Bebop*. There is a great deal of mystery surrounding her true name and age, but as she likes to say herself, 'Ed is Ed.'



Ed's smiley marks. They appear on the monitor of a computer when Ed's hacked it.



SESSION#6



Wen: As a result of the phase space gate accident, his body produces an excess amount of a hormone similar to melatonin, and he cannot age. A young genius on the blues harp, he requires a "father" figure for his cover.



Wen, before the accident.



Wen's blues harp.

The ring with the energy stored within it to restore Wen's disrupted circadian rhythm: Given to Spike by Giraffe.

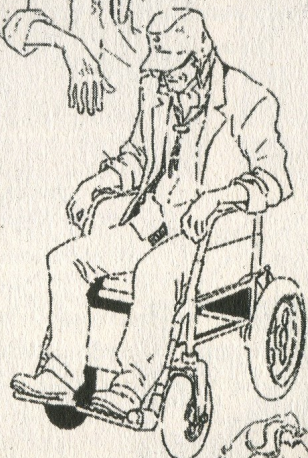


Wen's gun, remodeled with a counterweight and muzzle brake to reduce the recoil when fired.

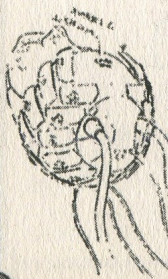
Zebra: A secret agent who disappeared after trying to sneak into a research facility with Giraffe.



Giraffe: Was once a partner with Zebra in a secret anti-government organization.



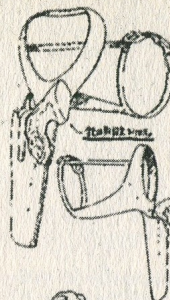
"Alpha catch": A device for examining brain waves, which Spike and the others used to confirm exactly what happened at the moment of Giraffe's death, which Zebra witnessed. This device can be used so that a third party can see someone else's dreams, or his memories.



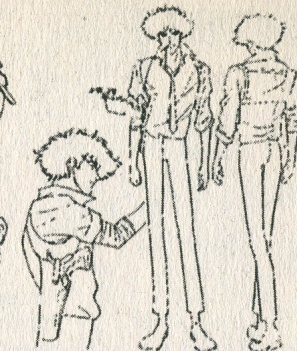
Fatty River: A bounty hunter the same age as Jet. Spike and Jet bumped into him at a jazz club as they were going after the bounty, Giraffe.



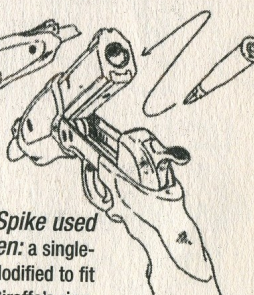
Faye after her shower, still dripping.



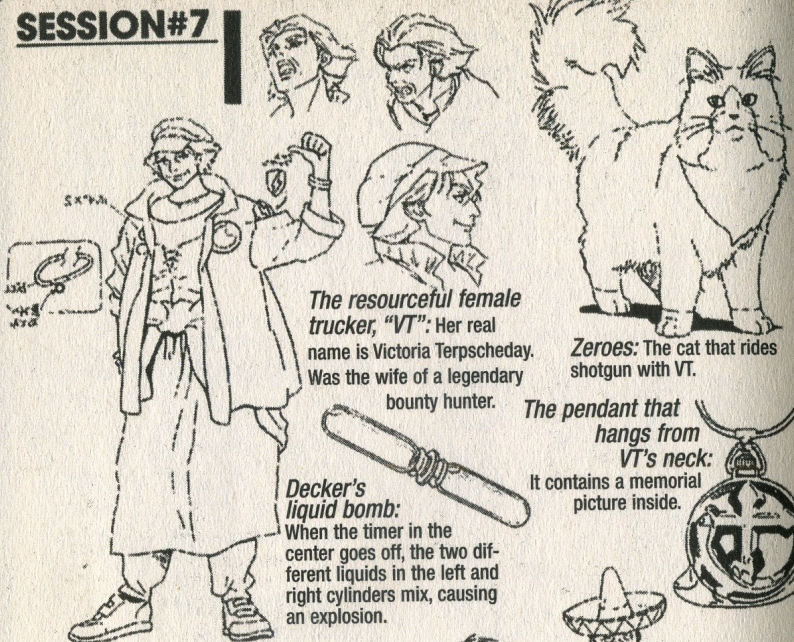
Spike wearing a single-shooter holster.



The gun Spike used against Wen: a single-shooter. Modified to fit Giraffe's ring.



SESSION#7



The resourceful female trucker, "VT": Her real name is Victoria Terpscheday. Was the wife of a legendary bounty hunter.

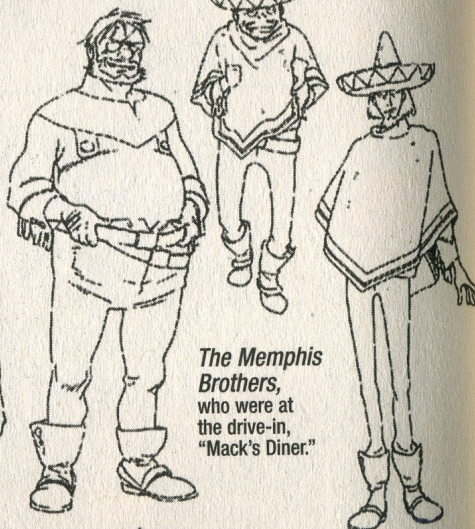
Zeroes: The cat that rides shotgun with VT.

The pendant that hangs from VT's neck: It contains a memorial picture inside.

Decker's liquid bomb: When the timer in the center goes off, the two different liquids in the left and right cylinders mix, causing an explosion.



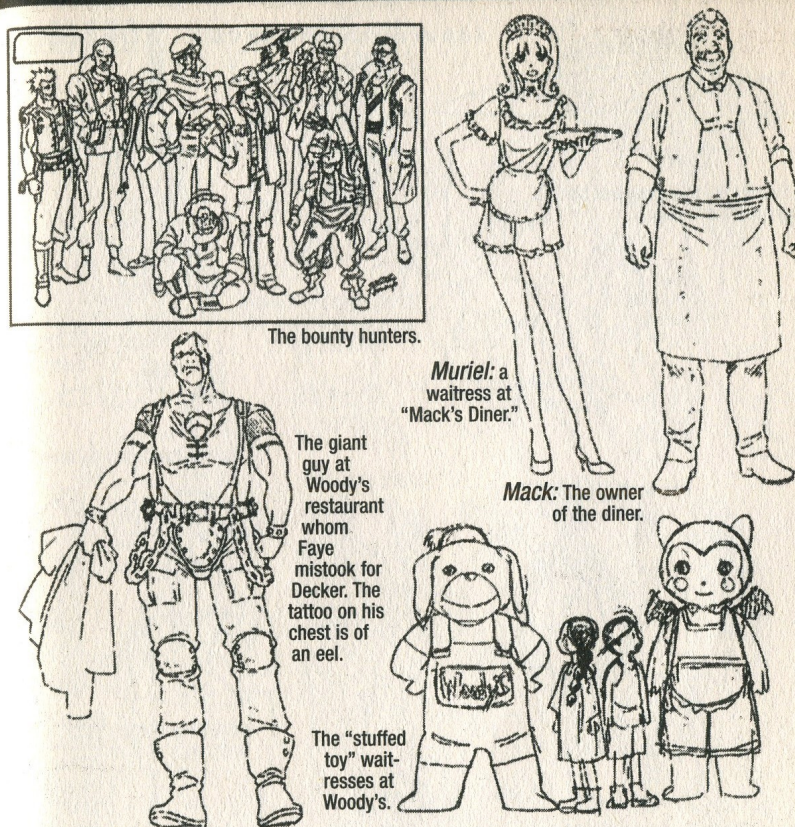
VT's trucker buddy, Otto.



The Memphis Brothers, who were at the drive-in, "Mack's Diner."

Decker: He stole a large amount of explosives-grade solid nitro.

Decker's dragon tattoo.



The bounty hunters.

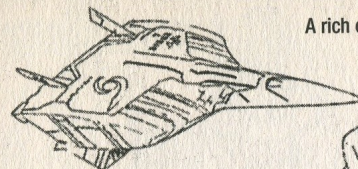
Muriel: a waitress at "Mack's Diner."

Mack: The owner of the diner.

The giant guy at Woody's restaurant whom Faye mistook for Decker. The tattoo on his chest is of an eel.

The "stuffed toy" waitresses at Woody's.

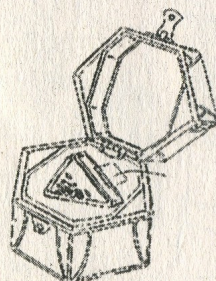




The shuttle that Duey and her group tried to hijack.



The hijackers, led by Luey.



Stella's music box: Roco hid "Grey Ash" seeds in the top box. Each one is worth 8 million woolongs.

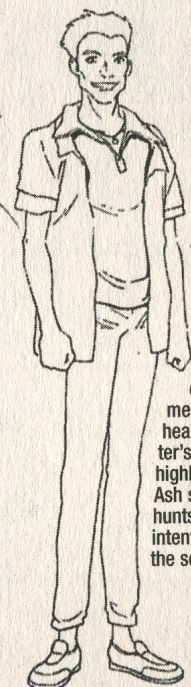


Roco's younger sister, Stella: She is blind, the result of Venus Sickness.

A rich old man who was on the shuttle.



The stewardesses on the shuttle.

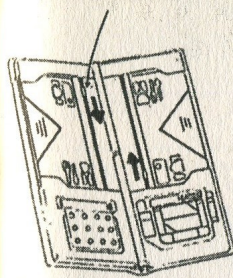


Roco Bonnaro, who was immediately impressed by Spike's abilities. It turns out that he was one of Piccaro's men. In order to heal his younger sister's eyes, he steals highly valuable Grey Ash seeds. Piccaro hunts him down, intent on retrieving the seeds.



Grey Ash, the cure for Venus Sickness.

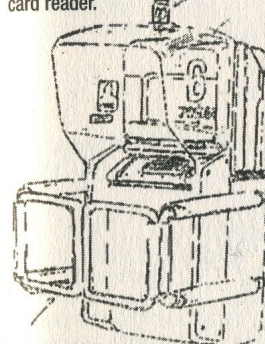
SESSION#8



Notebook-style money card reader.



Faye's money card: Her signature appears on the backside.

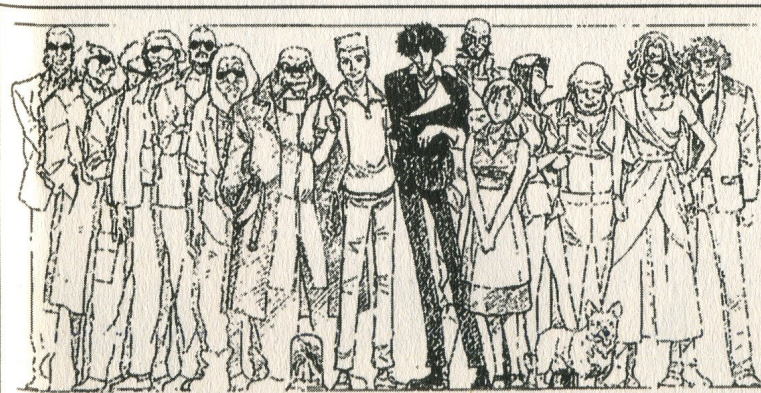


Police cash dispenser: which bounty hunters use to claim their rewards. The console has a retinal scanner.



Piccaro Carvine: from the gang.

Piccaro's goons.



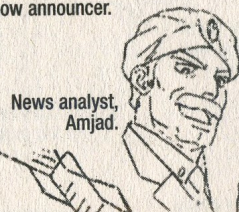
SESSION#9



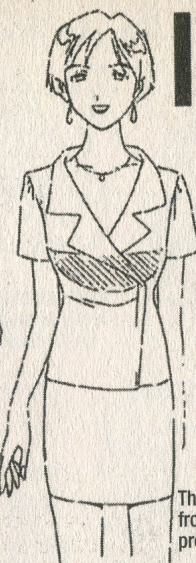
One of the two cops who burst into Ed's place.



The news tabloid show announcer.



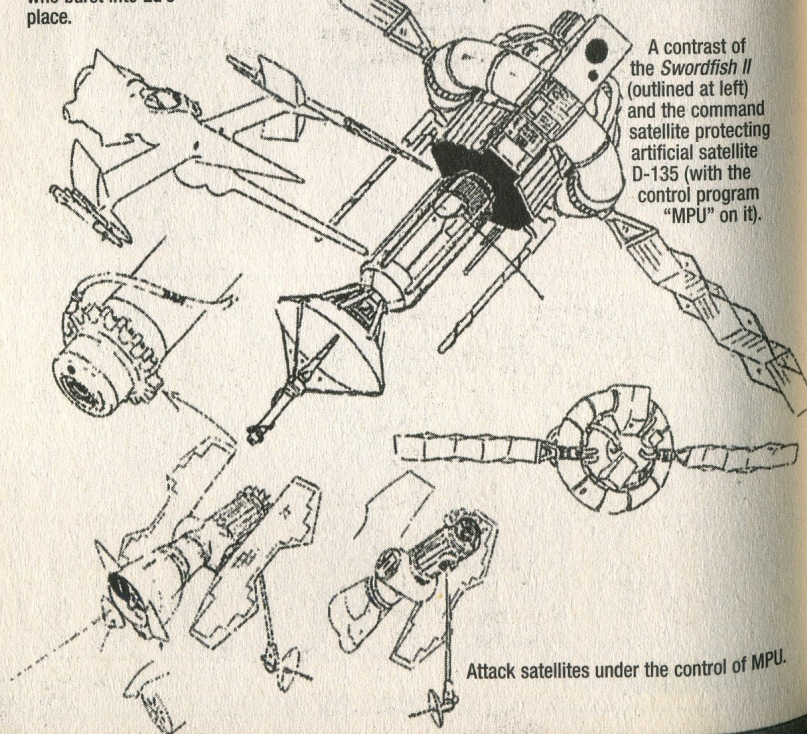
News analyst, Amjad.



The female anchor from the news program.

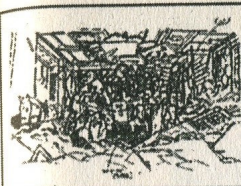


Yuri Kellerman: paranormal analyst.

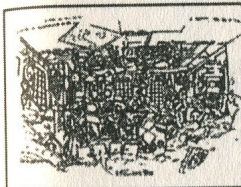


A contrast of the *Swordfish II* (outlined at left) and the command satellite protecting artificial satellite D-135 (with the control program "MPU" on it).

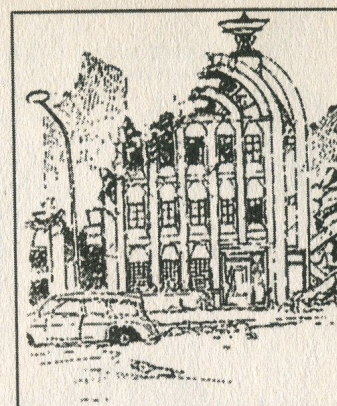
Attack satellites under the control of MPU.



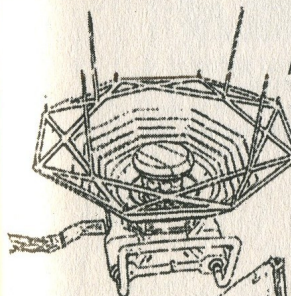
Ed's room (both top & bottom pictures): Crammed to the brim with rubbish.



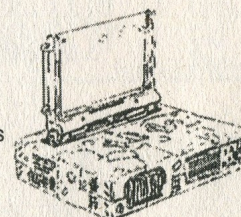
The ruins with the door open.



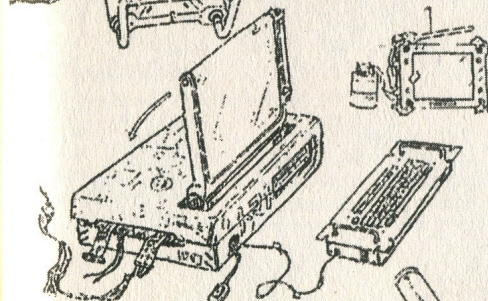
The ruined building where Ed lives.



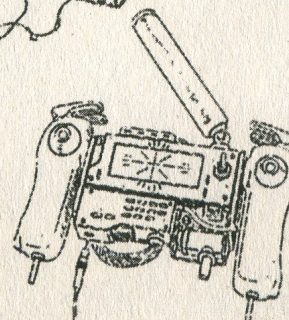
A composite antenna, small television, and "Tomato." The TV was ripped off from somewhere, probably the junkyard. Because of the flat, liquid crystal monitor, when there aren't any images on the screen, it appears completely blank.



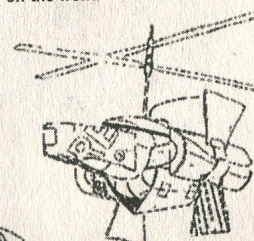
Ed's PC, "Tomato" (back view): It gets its name from the fact that it was made using a cardboard tomato box. Covered with stickers. The power switch and the keyboard are on the front.



A composite showing Ed's hands and radio controller.



The controller for the radio-controlled *Bebop*.



The radio-controlled *Bebop* made by Ed.



SESSION#10



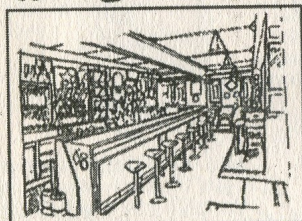
Alisa: at the time she was living with Jet.



Alisa, leaving.



Jet's old girlfriend Alisa: who suddenly walked out on him 10 years ago. Now she is the owner of a bar called La Fin.



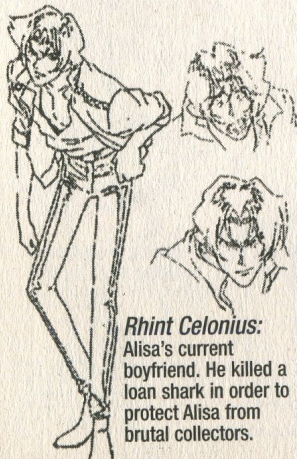
The inside of Alisa's bar La Fin, on Marvis Harbor.



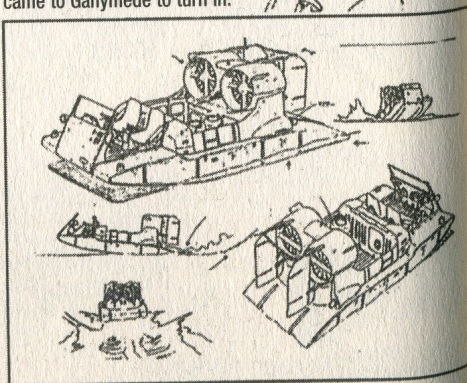
Baker Panchorero: the bounty Spike and the others came to Ganymede to turn in.



Donelley: Jet's old comrade from his days as a cop on Ganymede.



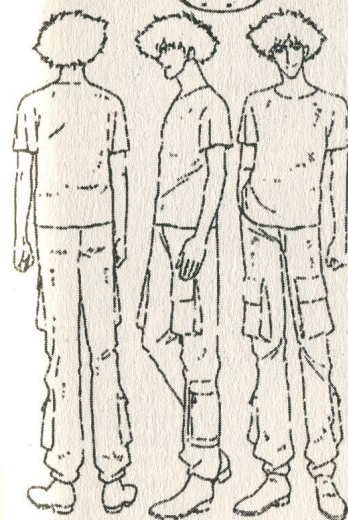
Rhint Celonius: Alisa's current boyfriend. He killed a loan shark in order to protect Alisa from brutal collectors.



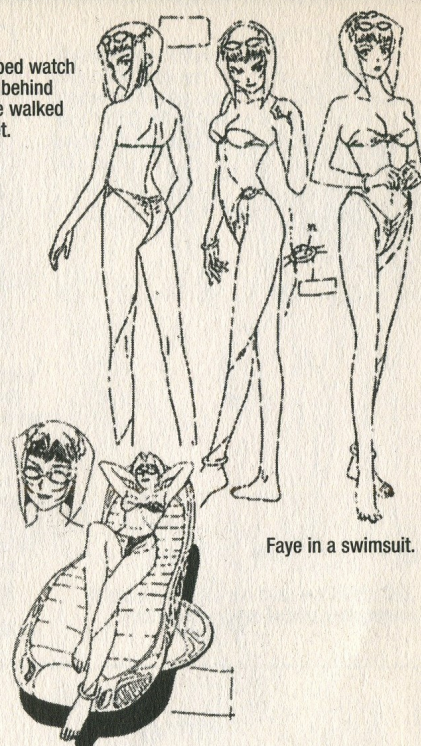
The boat Alisa and Rhint used to escape.



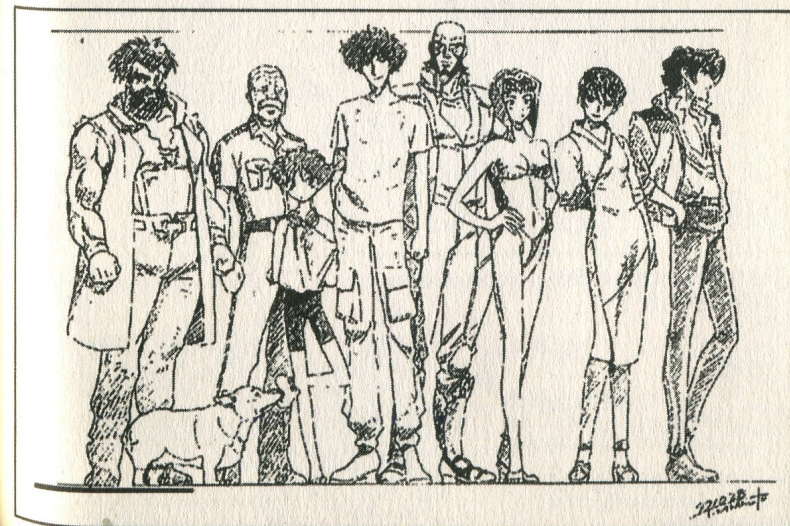
The stopped watch Alisa left behind when she walked out on Jet.



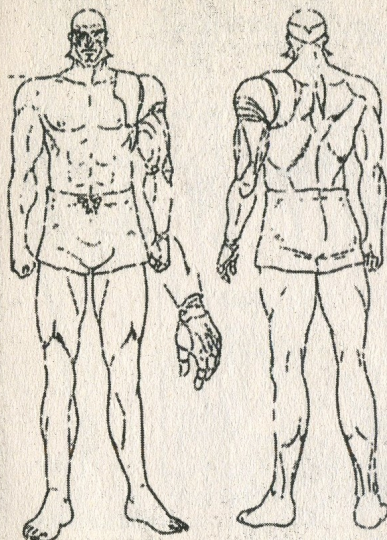
Spike in working clothes.



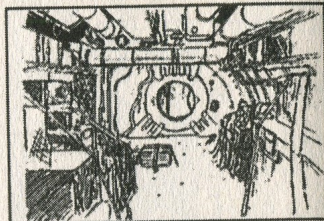
Faye in a swimsuit.



SESSION#11

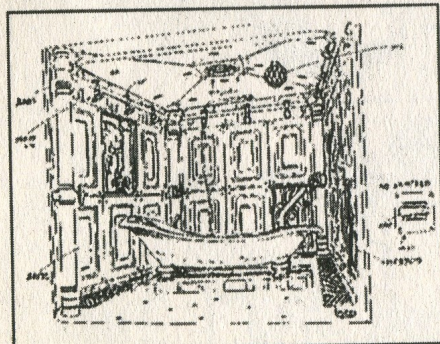
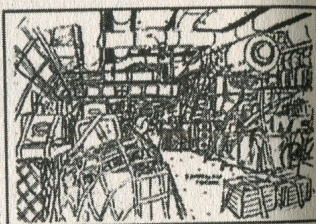


Jet: after Faye used her trickery at dice to literally strip him of everything he had.



Looking from inside the Bebop's storeroom to the entrance.

Inside the Bebop's storeroom: somewhere in all this junk is a certain refrigerator that caused some problems.



The bathroom in the Bebop: Includes a shower room and bathtub.

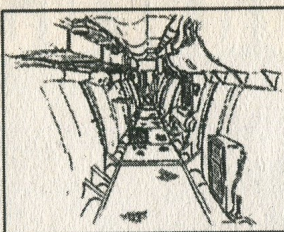


The Bebop rat: Was suspected of being the secret identity of the mysterious creature.



Faye in a bathrobe: After she became the second casualty of the "fridge monster" while in the bathroom, she came running into the living room like this.

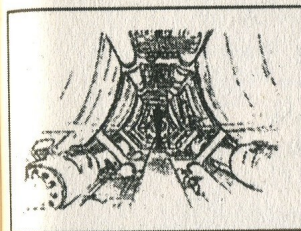
The Bebop's control chamber, 2nd floor: in this narrow passageway, Ein became the third victim of the "fridge monster."



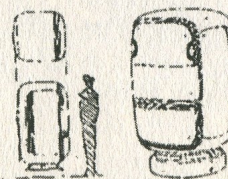
Spike, fully armed: After his friends are attacked one after the other by the mysterious creature, he heads into battle alone.



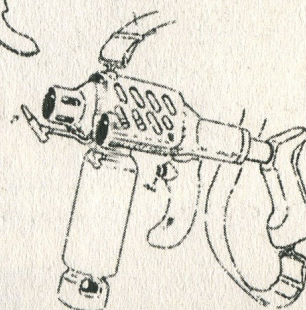
The Bebop's control chamber, 1st floor.



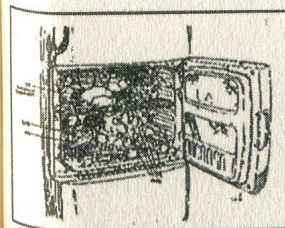
Spike's waist bag. Packed with firearms.



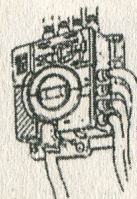
The refrigerator that started everything.



Spike's flamethrower: On the Bebop, it has a rather unusual role: grilling food!



Inside the refrigerator.



Cast and Crew

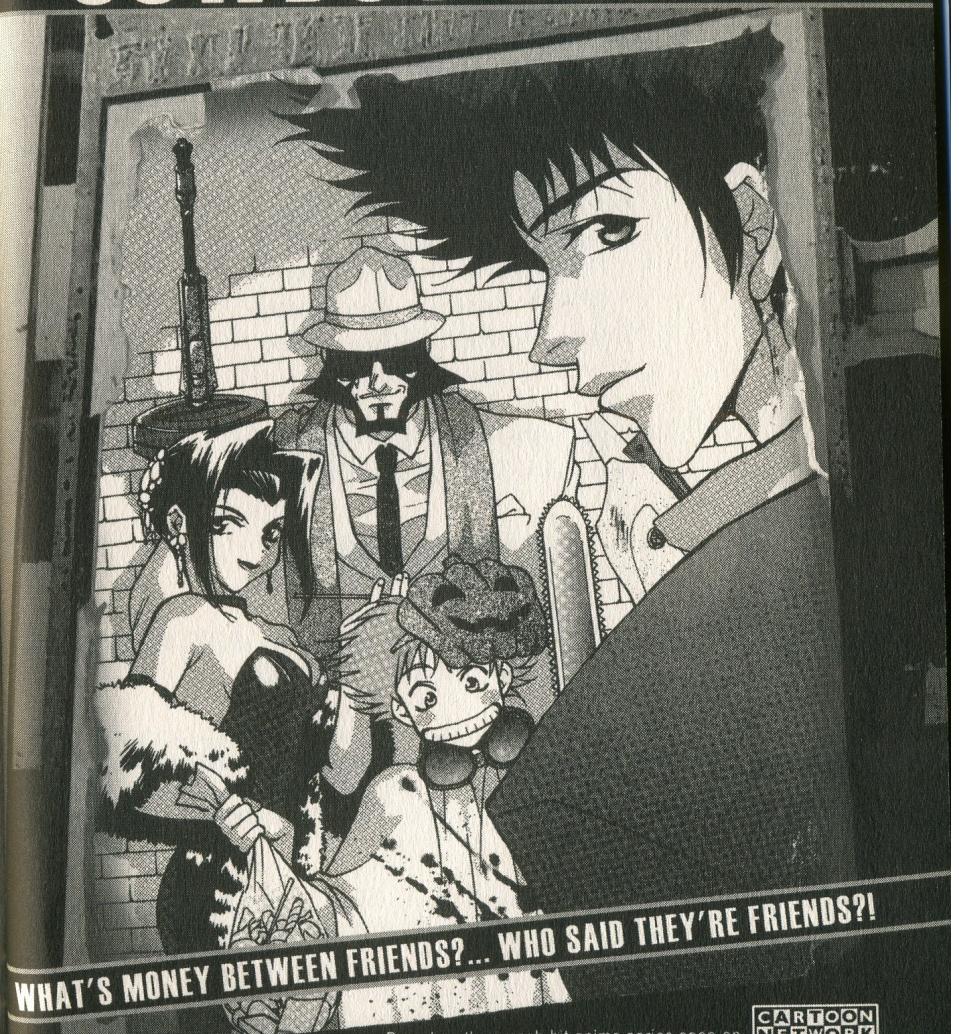
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Screenplay: Keiko Nobumoto
Character Designer: Toshihiro Kawamoto
Mechanics Art Design: Kimitoshi Yamane
Set Design: Isamu Imakake
Art Director: Junichi Higashi
Color Coordinator: Shihoko Nakayama
Director of Photography: Yoichi Ogami
Audio Director: Katsuyoshi Kobayashi (A.P.U.)
Music: Yoko Kanno
Animation Production: SUNRISE INC.
Producer: Masahiko Minami, Kazuhiko Ikeguchi
Produced by: SUNRISE INC. & BANDAI VISUAL CO., LTD

Cast

Spike Spiegel..... Koichi Yamadera
Jet Black..... Unsho Ishizuka
Faye Valentine..... Megumi Hayashibara
Ed..... Aoi Tada

COWBOY BEBOP



WHAT'S MONEY BETWEEN FRIENDS?... WHO SAID THEY'RE FRIENDS?!

Based on the smash hit anime series seen on **CARTOON NETWORK**

ALL NEW ADVENTURES OF SPIKE SPIEGEL AND THE GANG. COMING THIS APRIL FROM TOKYOPOP®. PRESENTED IN AUTHENTIC "MANGA STYLE."

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Ste. 2000, Los Angeles, CA 90036

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ISBN: 1-931514-85-2

First TOKYOPOP® printing: February 2002

10 9 8 7 6 5 4 3 2 1
Printed in Canada